



The Scratch Jr. workspace features a central stage with a window and a table. On the table is a plate of food including a banana, a green tree, a chocolate cake, an ice cream cone, an apple, a fish, and a burger. A red box labeled 'CRISPS' is also on the table. Below the table, the text 'Tap to keep the healthy food.' is displayed. The left sidebar contains asset categories: Fish, Character (with a 'CRISPS' box), Cake, and Tree. The right sidebar shows a preview of the stage with a '1' in a yellow box and a plus sign. The bottom toolbar includes various icons for actions like speech, movement, and looping.

~~CRISPS~~

A sequence of Scratch Jr. code blocks: a yellow flag block, a blue 'up' block with '1', a red 'repeat' block, a yellow 'click when green flag clicked' block, a green 'pop' block, and a purple 'say' block with '2'.

















