



The Scratch Jr interface displays a forest scene with a stream, trees, and three rabbits (white, brown, and blue). The left sidebar contains asset bins for 'Rabbit' in white, blue, and brown, each with a plus sign. The top toolbar includes icons for home, zoom, pan, image, text, undo, and flag. The right sidebar shows a preview window with a '1' and a plus sign. The bottom toolbar contains various motion and behavior icons.



A sequence of Scratch Jr blocks for the rabbit: a yellow flag block, followed by ten blue motion blocks (each with a '1' in a circle), and a red behavior block (with a '2' in a circle). The motion blocks are: 'Move 2 steps', 'Move 4 steps', 'Move 1 step', 'Move 2 steps', 'Move 5 steps', 'Move 3 steps', 'Move 2 steps', 'Move 4 steps', 'Move 2 steps', and 'Turn 90 degrees clockwise'.

