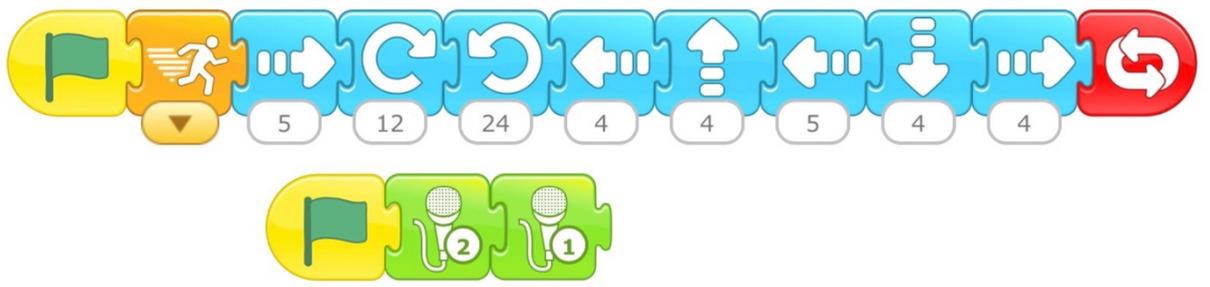


Scratch Jr interface showing an underwater scene with a fish and a crab. The interface includes a top toolbar with icons for home, zoom, background, text, and undo. A left sidebar contains asset boxes for 'Crab' and 'Seahorse'. A central stage shows the underwater scene. A right sidebar shows a sequence of four storyboard frames labeled 1, 2, 3, and 4. A bottom toolbar contains various motion and behavior blocks.



Scratch Jr script blocks: a yellow 'when green flag clicked' block, an orange 'wait 70 seconds' block, a green 'say for 1 seconds' block, and a red 'go to stage' block with a small scene thumbnail.

Scratch Jr script blocks: a yellow 'when green flag clicked' block, an orange 'move 100 pixels down' block, a blue 'move 100 pixels right' block, an orange 'wait 3 seconds' block, a blue 'move 100 pixels left' block, an orange 'wait 3 seconds' block, and a red 'undo' block.



The Scratch Jr interface features a top toolbar with icons for home, zoom, background, text, undo, and flag. A left sidebar contains asset boxes for 'Crab' and 'Seahorse'. The central stage displays an underwater scene with a fish and a crab. A right storyboard shows four frames. A bottom toolbar contains various motion, sound, and control blocks.



A sequence of Scratch Jr blocks: a yellow 'Go to flag clicked' block, a purple 'Move 1 step' block, a blue 'Move 1 step' block, a yellow 'Wait 5 seconds' block, a blue 'Turn 16 degrees' block, and a red 'Say for 3 seconds' block.













The image shows the Scratch Jr project editor interface. At the top left is the 'SCRATCH JR' logo and a home icon. Below the logo is a character selection panel with three options: 'Crab' (highlighted in orange), 'Seahorse', and 'Character' (a jellyfish). A plus sign icon is at the bottom of this panel. The main stage is a colorful underwater scene with a blue background, sunbeams, a green fish with colorful spots, a jellyfish, and a pink crab on the ocean floor. To the right of the stage is a storyboard with four frames, numbered 1 to 4, showing different scenes of the underwater world. At the bottom of the interface is a toolbar with various icons for editing and running the project. Below the toolbar is a script area with a crab sprite and a sequence of blocks: a yellow 'when green flag clicked' block, a purple 'when green flag clicked' block with a dropdown arrow, an orange 'say for 2 seconds' block, a yellow 'say for 3 seconds' block, a yellow 'say for 3 seconds' block, a blue 'move 2 steps down' block, a blue 'move 2 steps up' block, a blue 'move 3 steps up' block, a green 'say for 1 second' block, a blue 'move 2 steps down' block, and a blue 'move 4 steps down' block.

