















SCRATCH Jr

Character

Character

Freddy Fish

Character

1

2

3

4







The image shows the Scratch Jr interface for a project titled "The Fish And The Crab (Main)". The central stage is an underwater scene with a blue background, light rays, and various sea creatures: a colorful fish, a jellyfish, and a pink crab. The interface includes a top toolbar with icons for home, zoom, background, text, undo, and a flag. On the left, there is a character palette with "Crab", "Seahorse", and "Character" options, along with a plus sign. On the right, a storyboard shows four scenes labeled 1, 2, 3, and 4, each depicting a different arrangement of the sea creatures. At the bottom, there are two rows of code blocks. The top row contains a yellow "say" block, a blue "move" block, a purple "show" block, a green "volume" block, an orange "broadcast" block, a red "stop" block, and several blue "motion" blocks (move, turn, rotate, spin) with numbers 1, 1, 1, 1, 1, 1, 2, and a "undo" block. The bottom row contains a yellow "set background" block, a purple "show" block, a blue "move" block (2), a yellow "wait" block (3), a blue "undo" block (3), a blue "move" block (2), a blue "turn" block (2), a blue "rotate" block (3), a green "volume" block (1), a blue "move" block (2), and a blue "undo" block (4). A white outline of a crab is visible on the left side of the bottom row.



