







The image shows a Scratch Jr project titled "Things That Go (Advanced)". The main stage displays a green field with hills in the background. Several vehicles are present: a red bus, a blue airplane with a pilot, a green tractor, a blue car, a purple rocket, and a cyclist. The left sidebar contains a "Scratch Jr" logo, a home button, and a list of assets: "Bus", "Pilot", "Cyclist" (highlighted), and "Rocket". The right sidebar shows two preview windows labeled "1" and "2", and a plus button. The bottom toolbar includes various icons for editing and execution. A sequence of movement blocks is shown below the stage, starting with a "Move 5 steps" block, followed by a series of "Move 1 step" blocks in various directions (up, down, left, right, and diagonally), and ending with a "Say 1 sec" block. The blocks are numbered 1 through 14.





The image displays the Scratch Jr interface for a project titled "Things That Go (Advanced)".

**Stage:** The central stage shows a green field with a red bus, a blue tractor, a cyclist, a rocket, and a small airplane.

**Left Sidebar (Assets):**

- Cyclist
- Rocket
- Character
- Character** (selected, showing a green train)

**Right Sidebar:**

- Thumbnail 1: A scene with a tractor, a bus, and a rocket.
- Thumbnail 2: A scene with a rocket in space.
- Plus button (+)

**Bottom Interface:**

- Toolbar:** Includes icons for speech, navigation, character, volume, network, and a red button.
- Script Area:** A sequence of blocks for a character (train) to move and make sounds.
  - Character block (train icon)
  - Move 8 blocks left
  - Move 4 blocks right
  - Turn 2 degrees left
  - Turn 2 degrees right
  - Move 6 blocks left
  - Move 3 blocks down
  - Move 10 blocks right
  - Turn 4 degrees left
  - Repeat 1 times (Turn 1 degree left)
  - Repeat 1 times (Turn 1 degree right)
  - Repeat 4 times (Turn 4 degrees right)
  - End block (play button)
- Sound Area:** A sequence of sound blocks.
  - Character block (train icon)
  - Sound block (microphone icon, volume 2)
  - Sound block (microphone icon, volume 2)
  - Sound block (microphone icon, volume 1)





