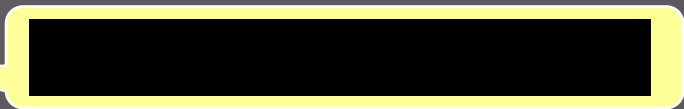
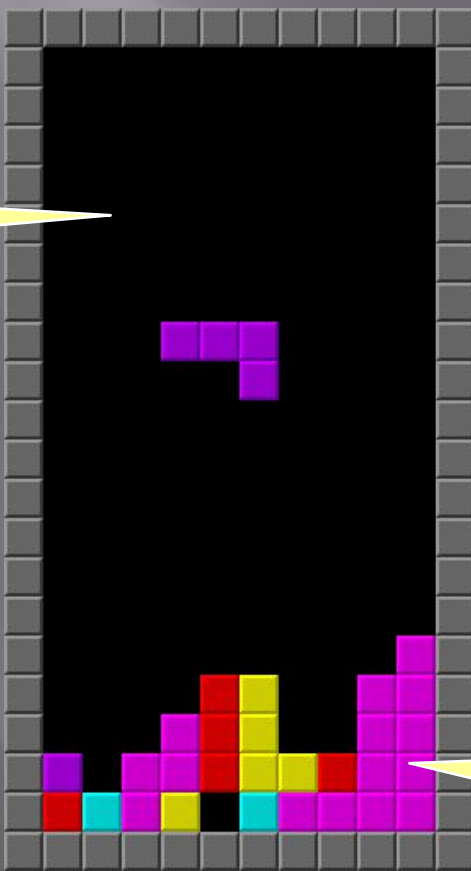
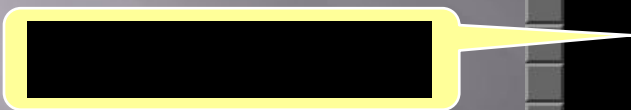
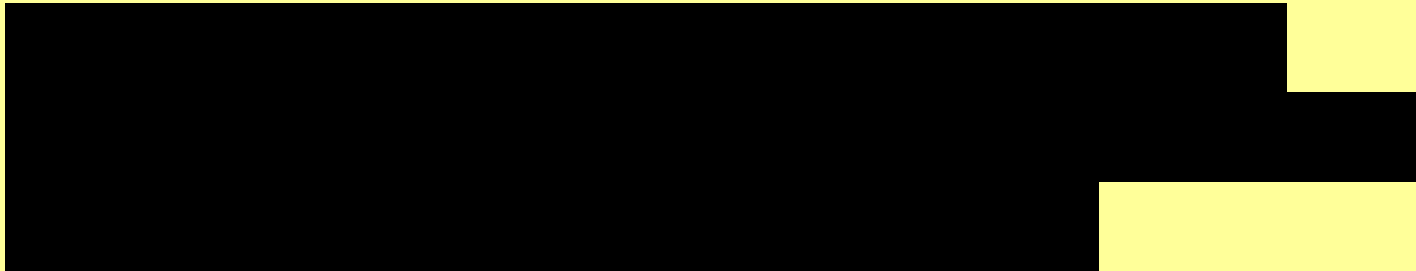


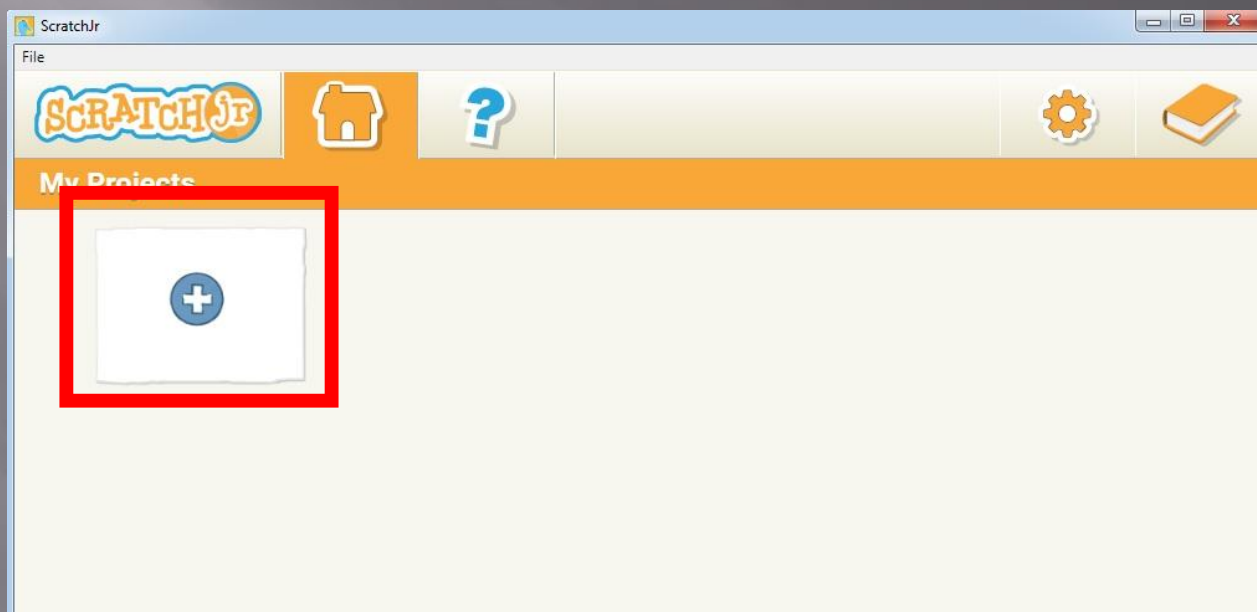
Игровые элементы



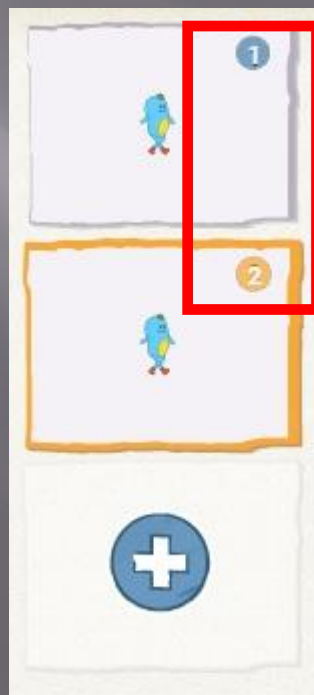
Игровые элементы



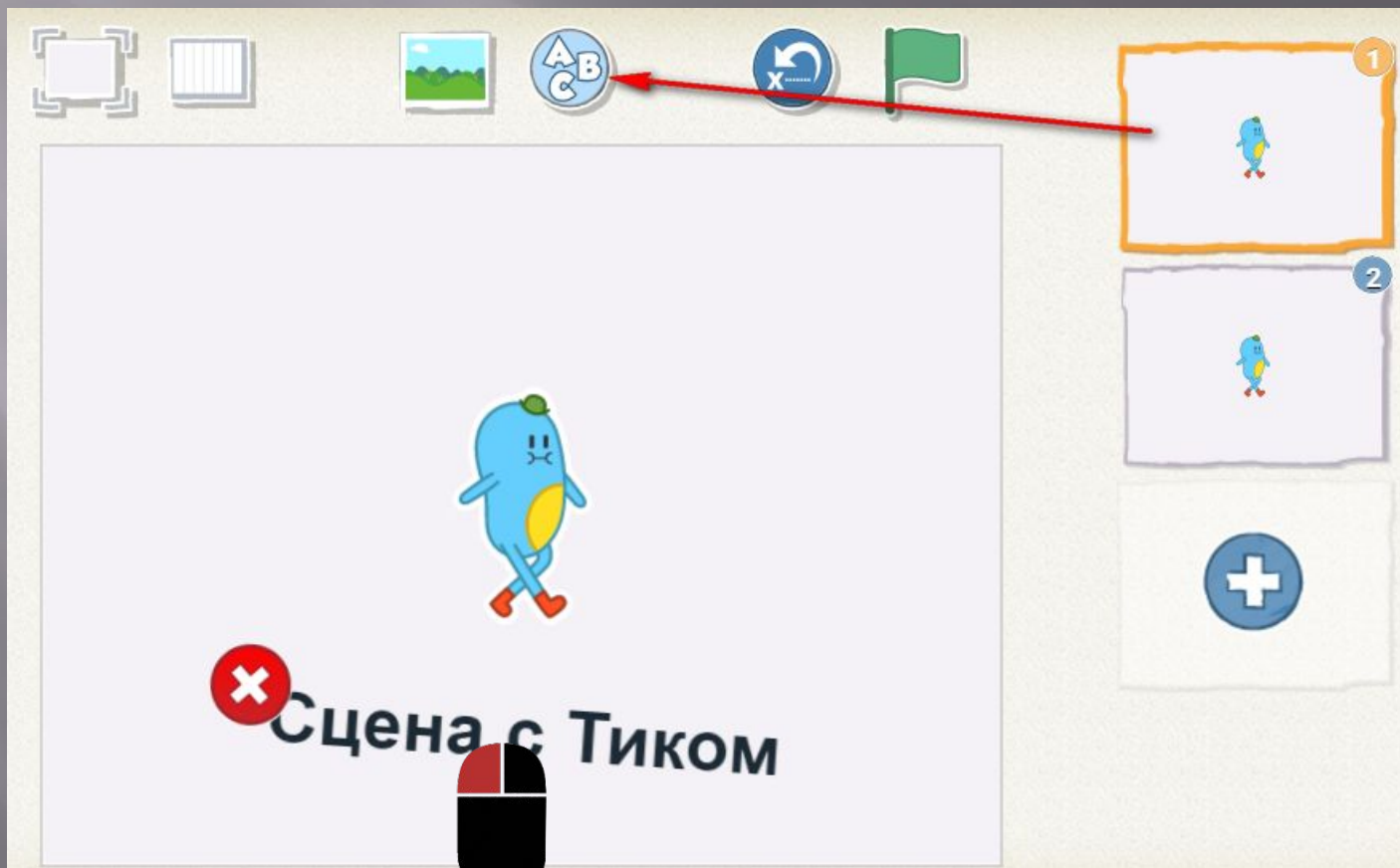
Начало работы



Новая сцена



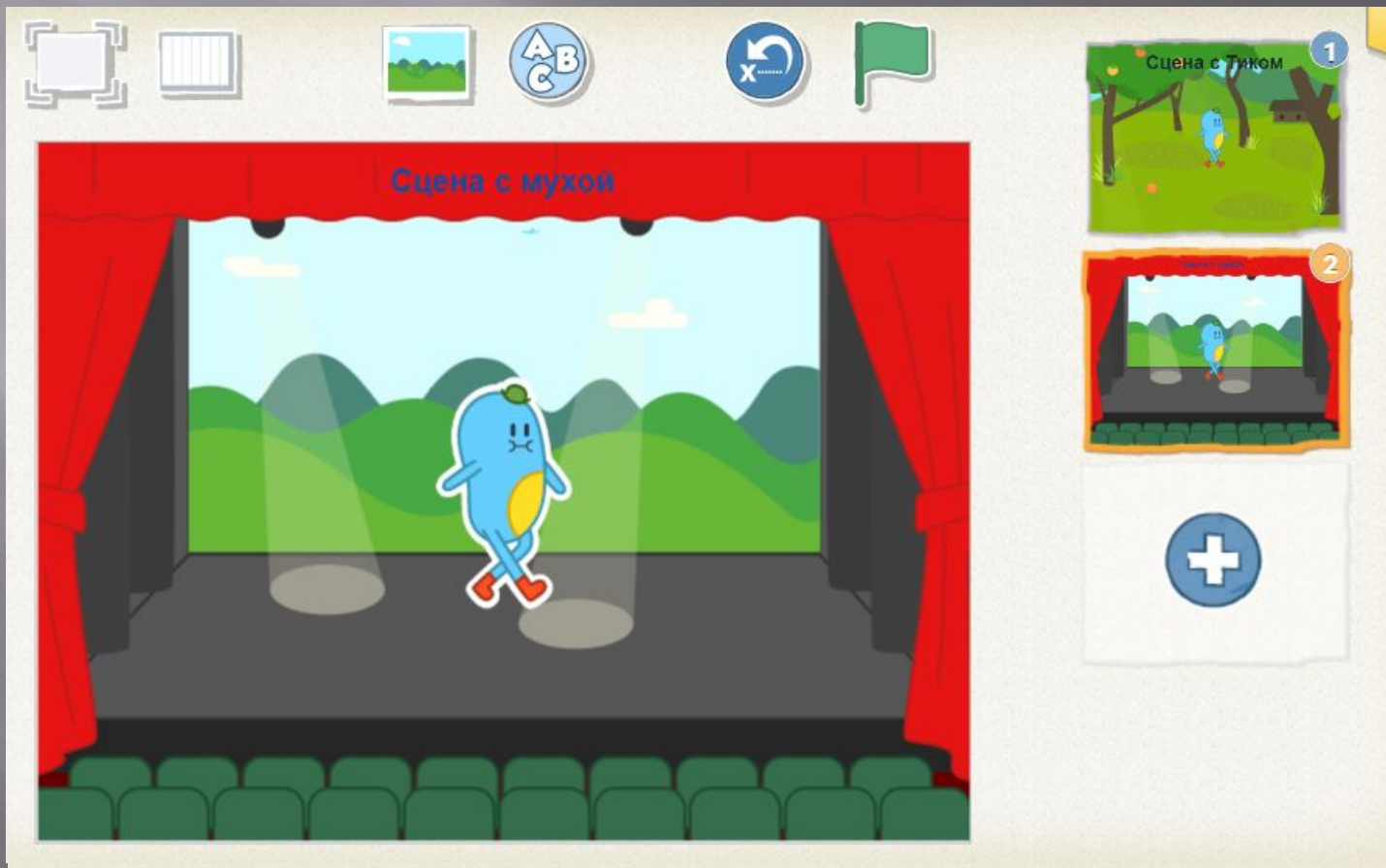
Заголовок сцены



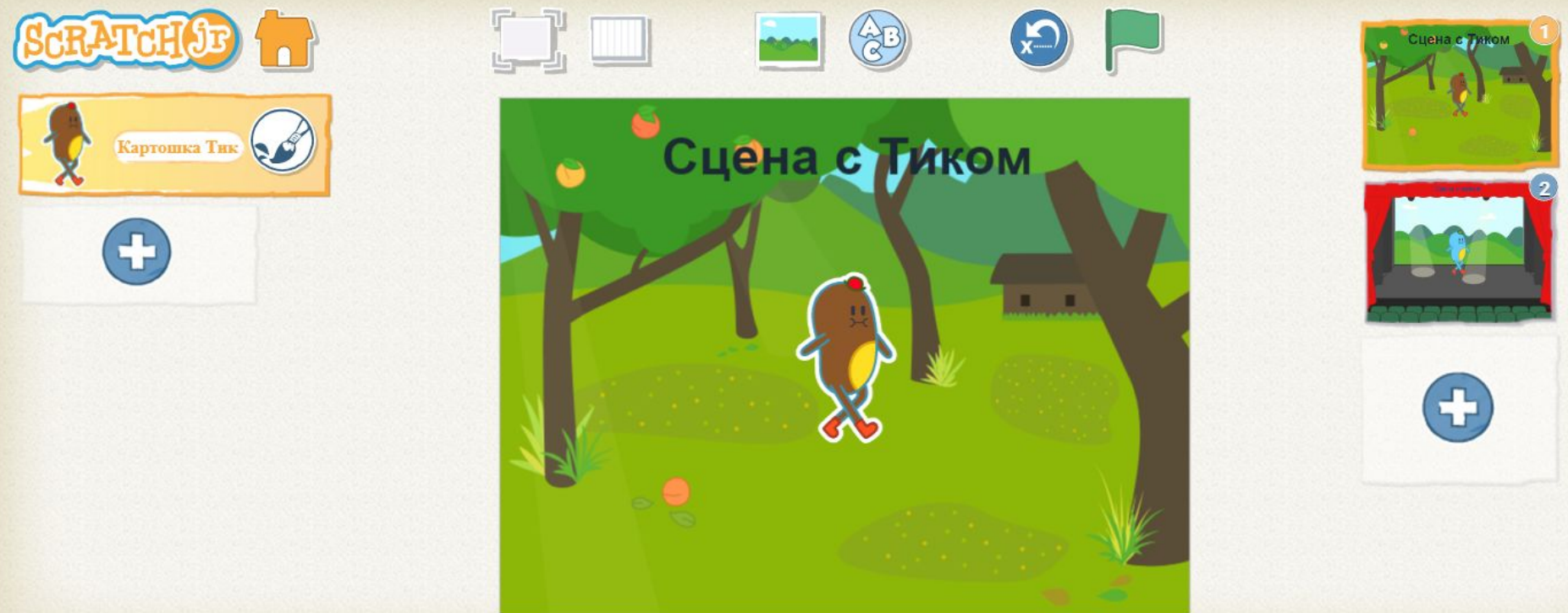
Заголовок сцены



Заголовок сцены



Изменение персонажа



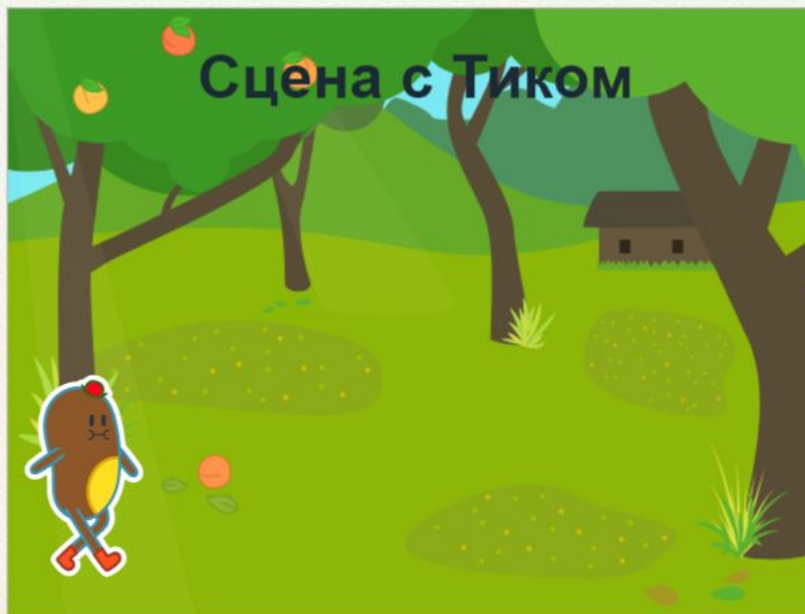
Расположение персонажей



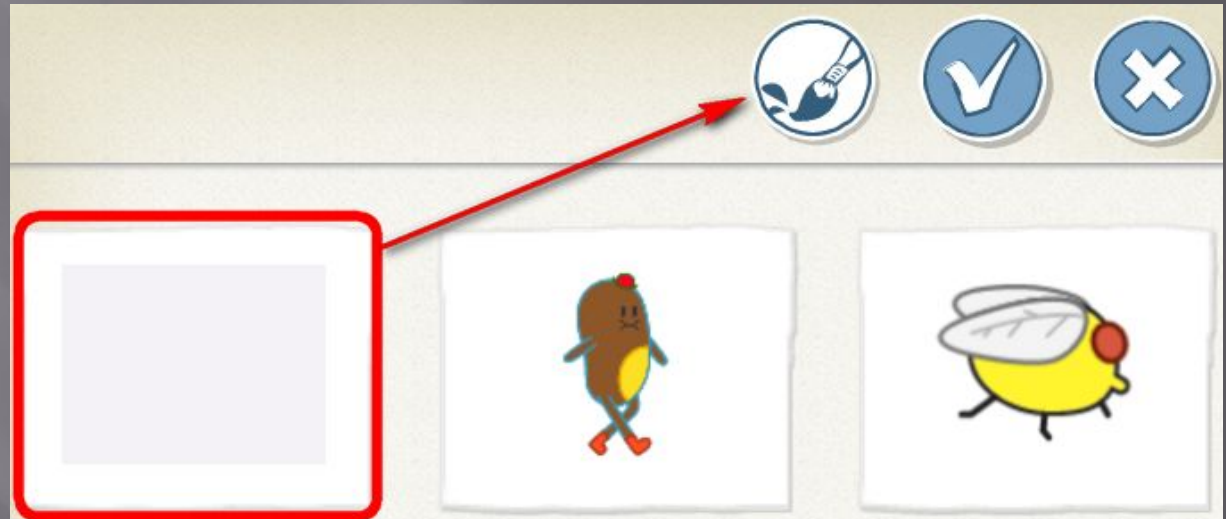
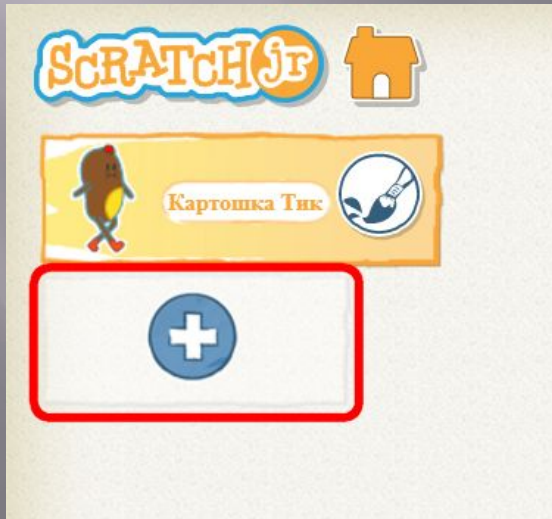
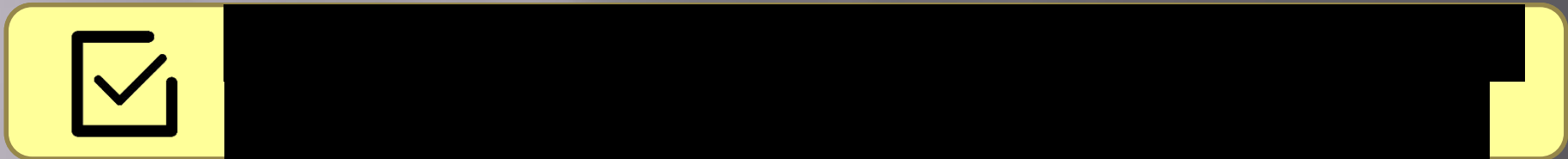
SCRATCH JR



Картошка Тик  



Создание кнопок



Создание кнопок



SCRATCH JR



Картошка Тик



Character



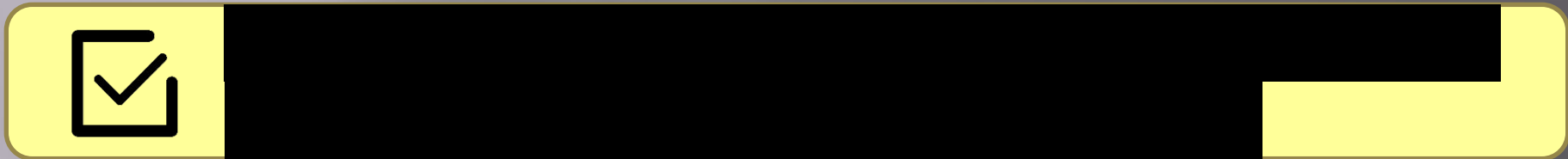
Character



Character



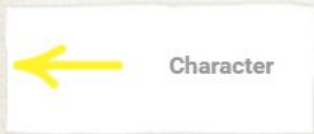
Создание кнопки



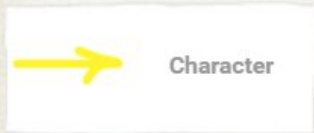
SCRATCH



Fly



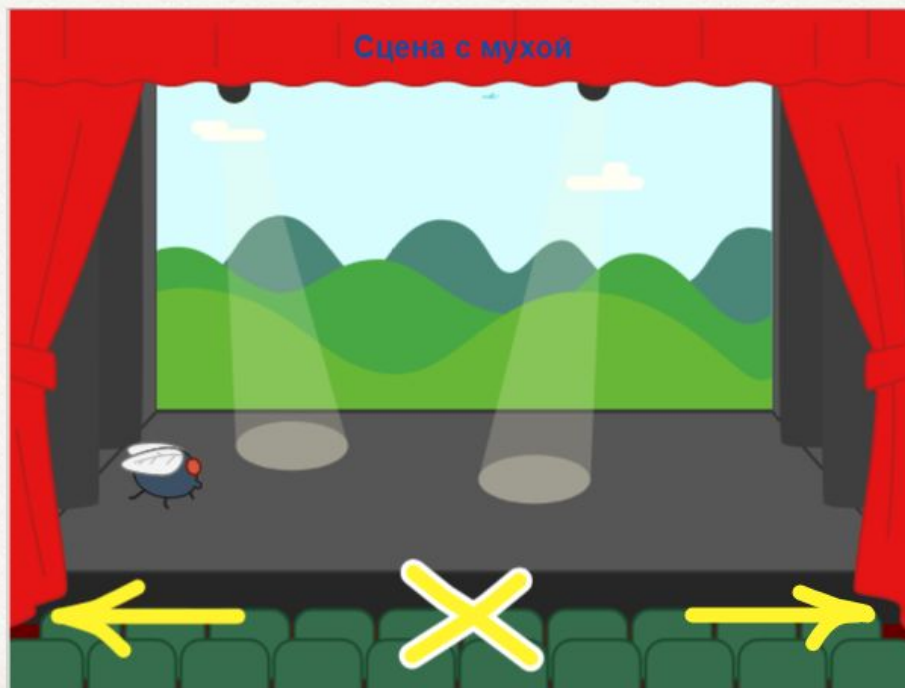
Character



Character



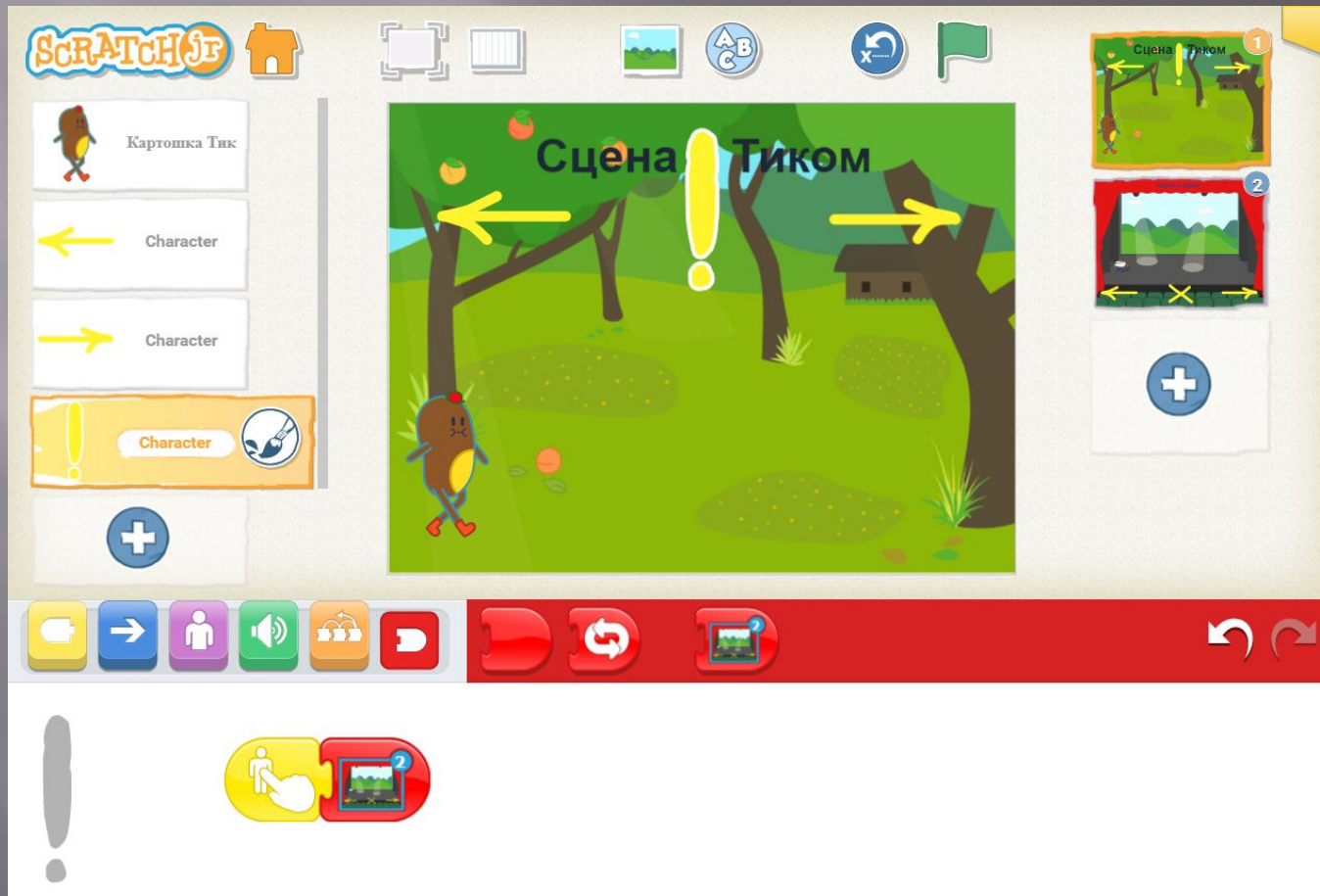
Character



Сцена с мухой



Скрипт для кнопки



Скрипт для Тика



The screenshot displays the Scratch Jr interface. At the top, the Scratch Jr logo and a home icon are visible. The main stage is titled "Сцена Тиком" (Scene Tika) and features a green landscape with trees, a house, and a character named Tika. A large yellow exclamation mark is placed in the center of the stage, with yellow arrows pointing left and right. The left sidebar shows the "Картонка Тик" (Tika Card) with three character options: a yellow arrow, a yellow exclamation mark, and a plus sign. The right sidebar shows two scene thumbnails, both titled "Сцена Тиком", with a plus sign below them. The bottom toolbar contains various icons for speech, movement, and animation. The script area at the bottom shows a character icon followed by two speech bubble blocks, each containing a yellow envelope icon and a blue arrow icon with the number "1".

Скрипт для мухи



The image displays the Scratch 3.0 development environment. The central stage is titled "Сцена с мухой" (Scene with fly) and features a fly character on a dark stage with green hills in the background. The left sidebar shows the "Fly" character selected, with options for "Character" movement (left, right, and a crossed-out option) and a plus sign for adding more characters. The bottom toolbar contains various animation and control icons. The storyboard on the right shows two scenes: "Сцена Тиком" (Scene Tick) and a scene with a fly on a stage, with a plus sign for adding a new scene.

Управление персонажами

