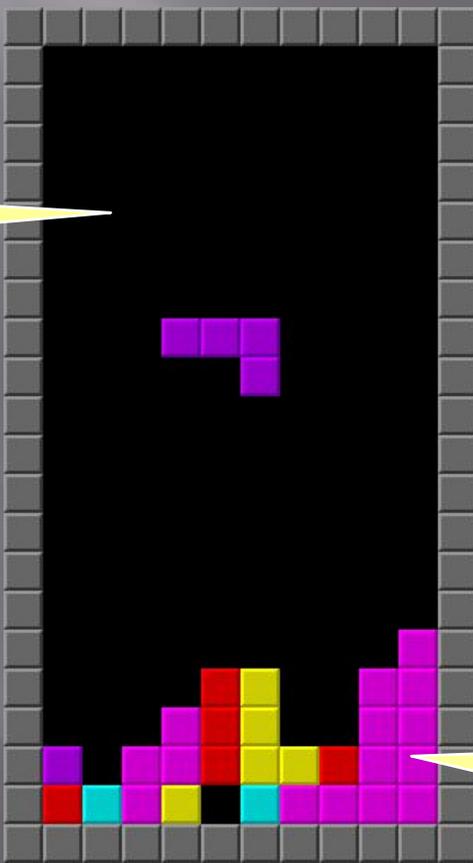
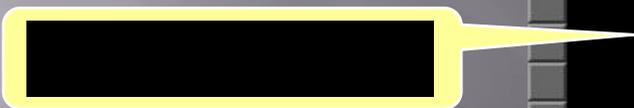
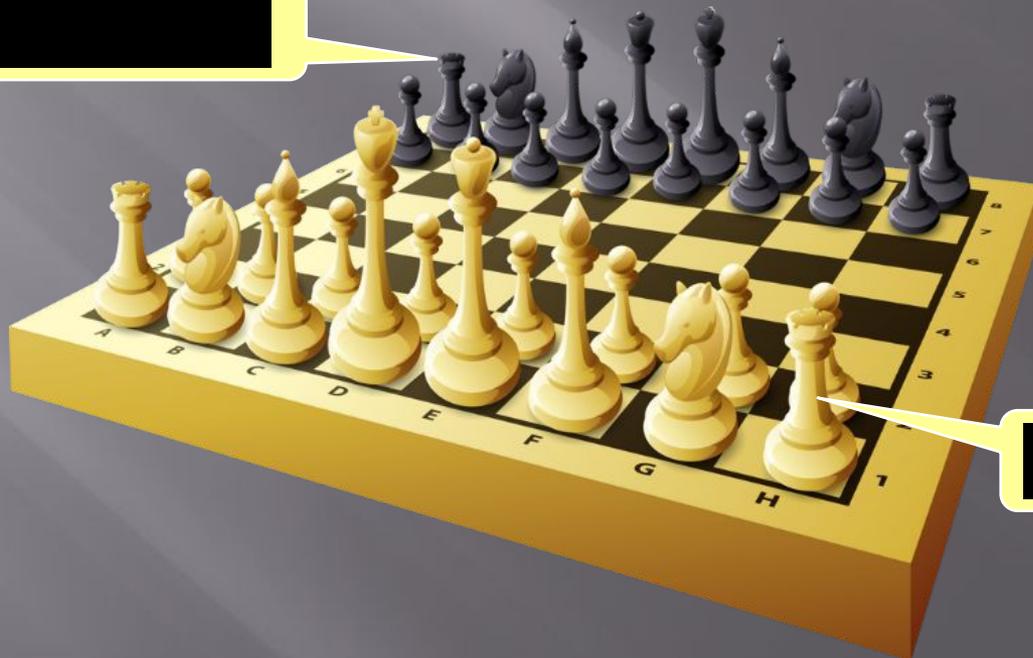


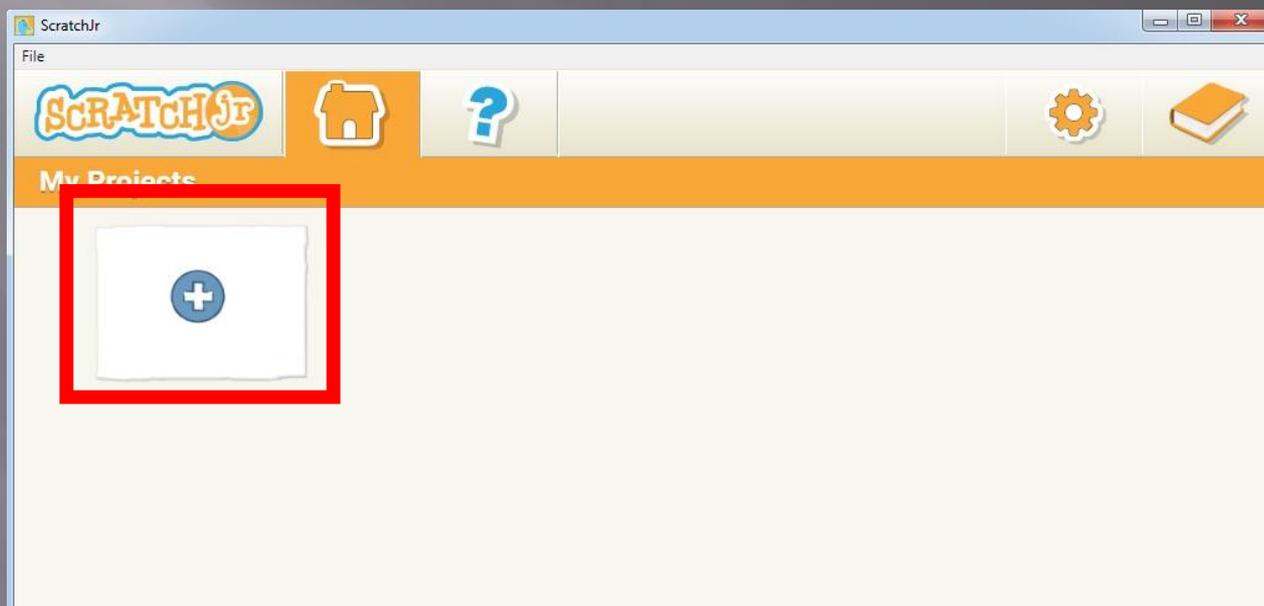
Игровые элементы



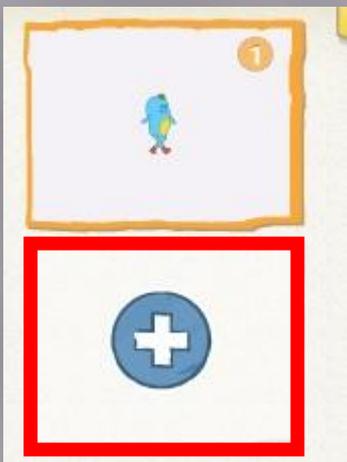
Игровые элементы



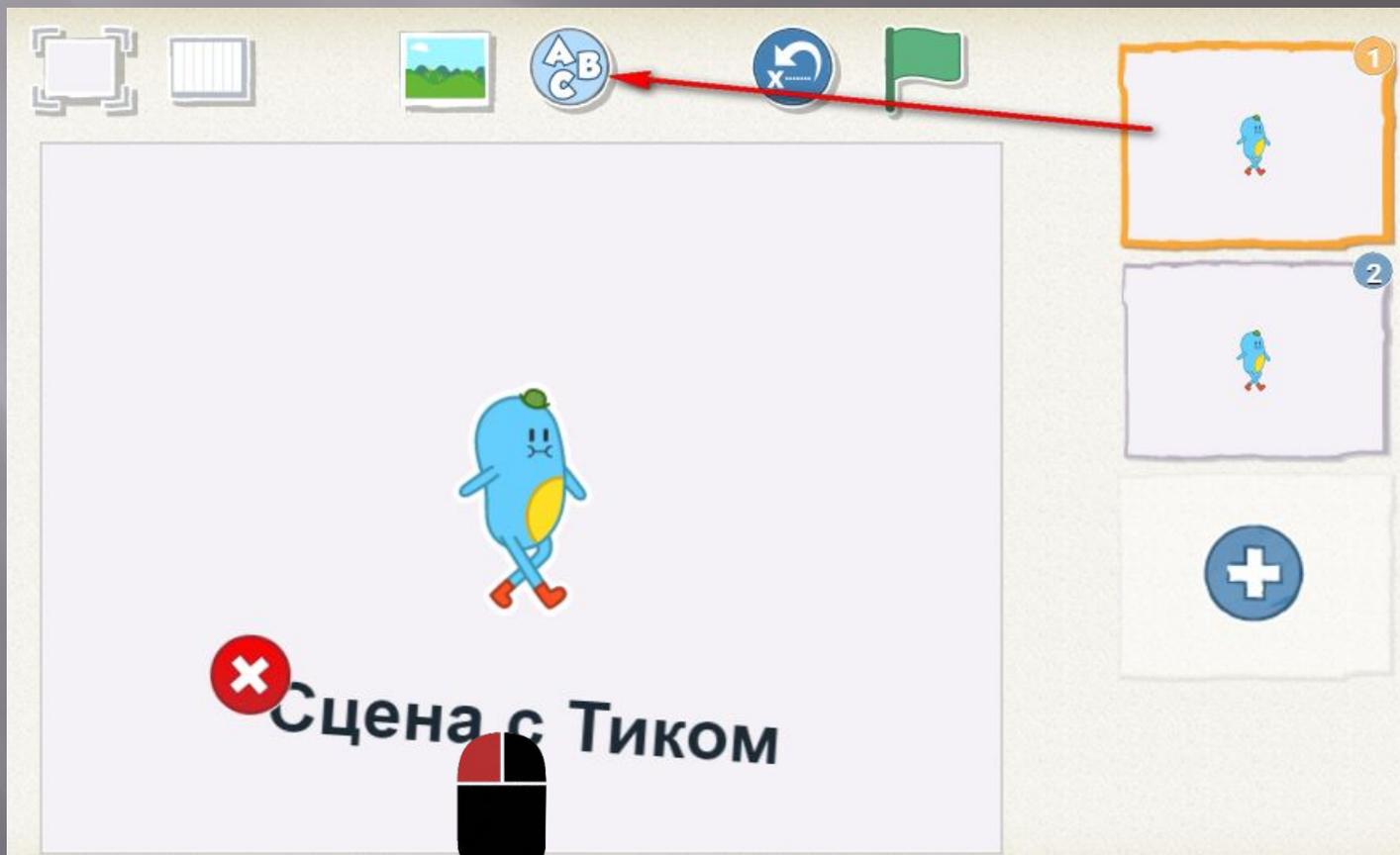
Начало работы



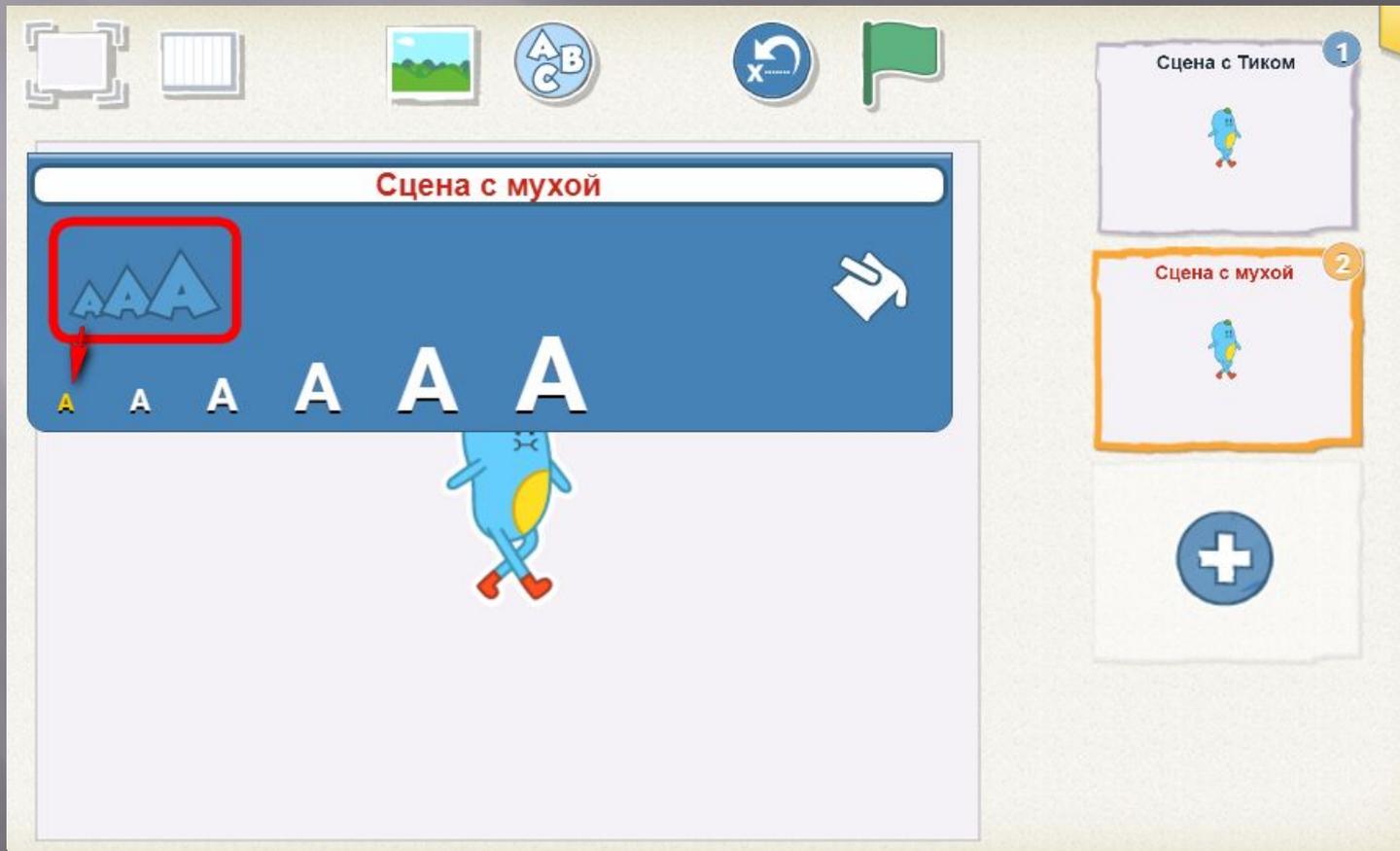
Новая сцена



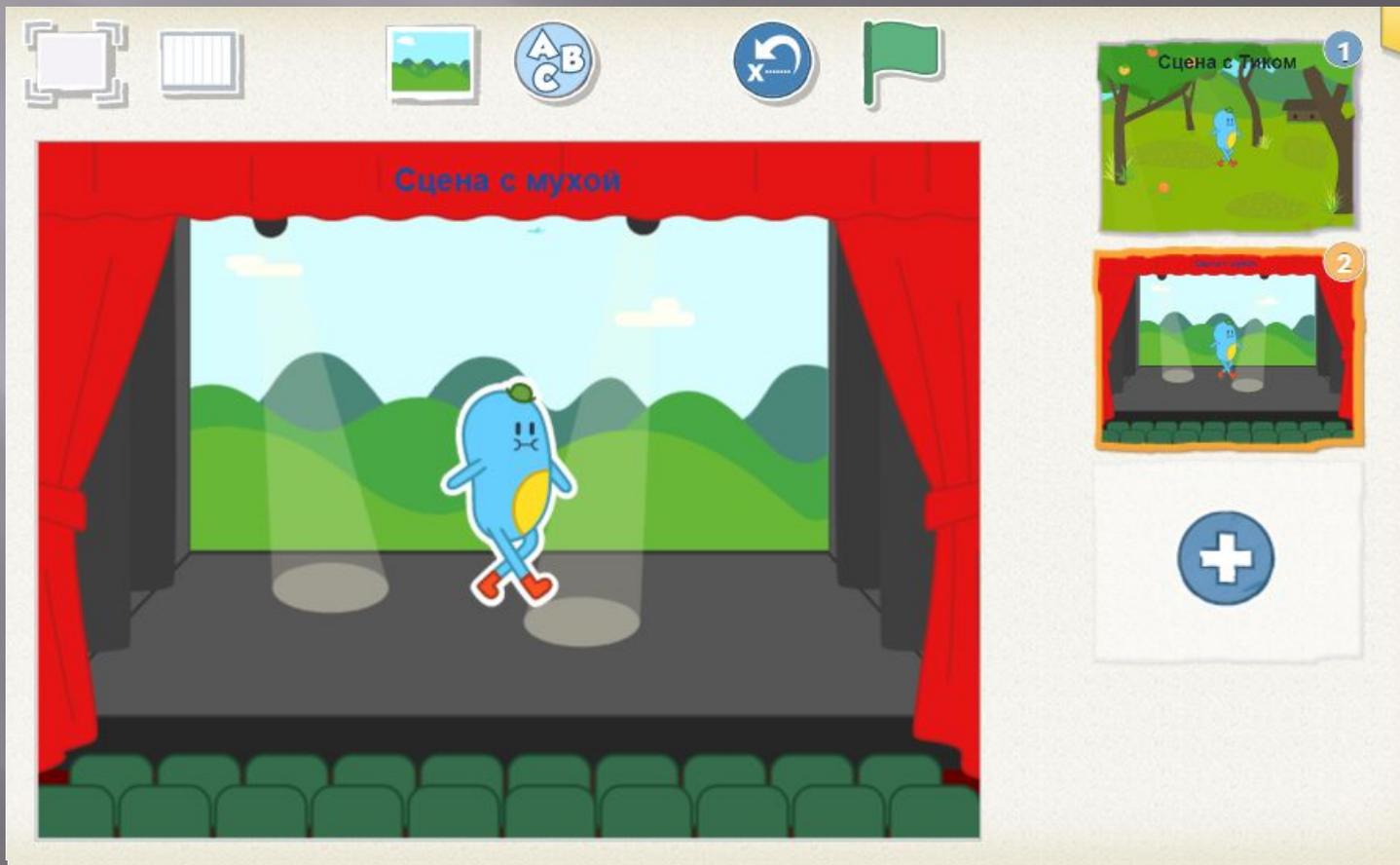
Заголовок сцены



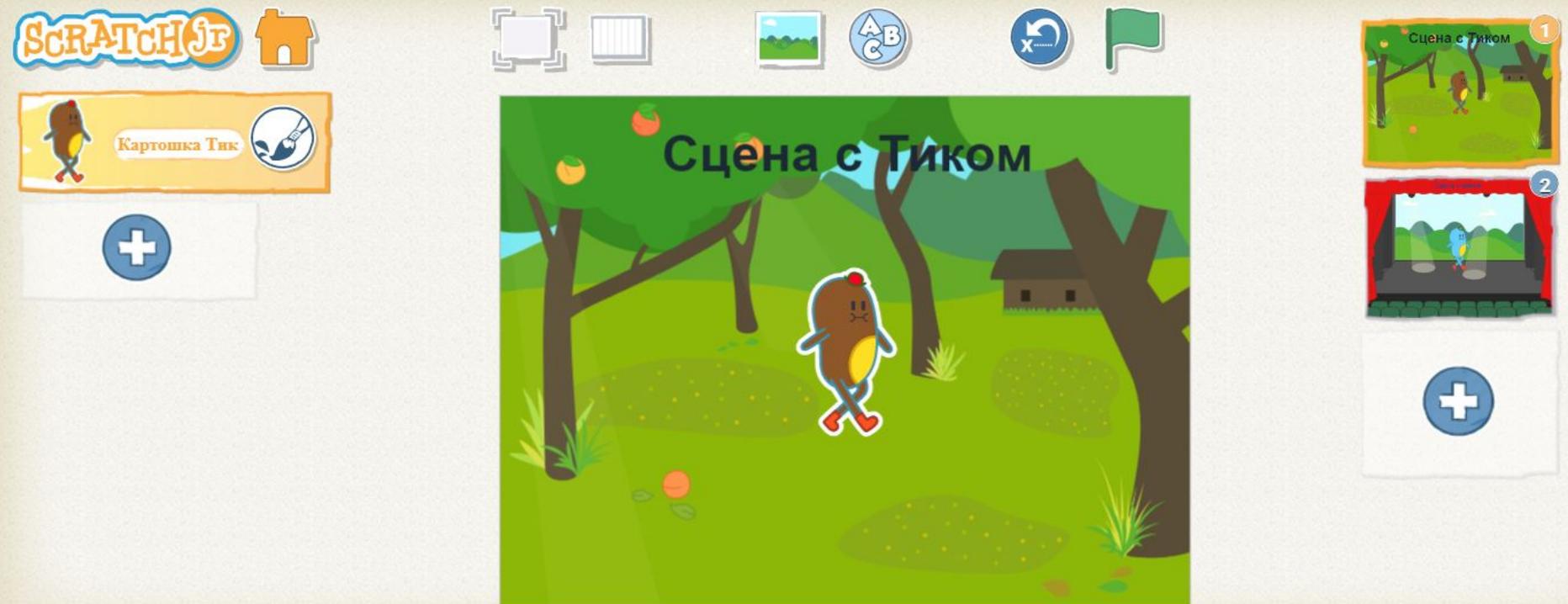
Заголовок сцены



Заголовок сцены



Изменение персонажа



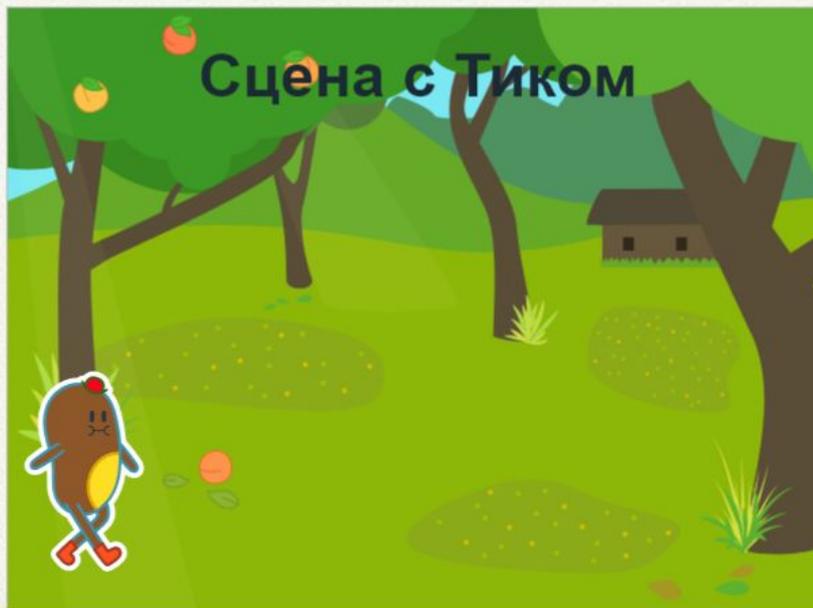
Расположение персонажей



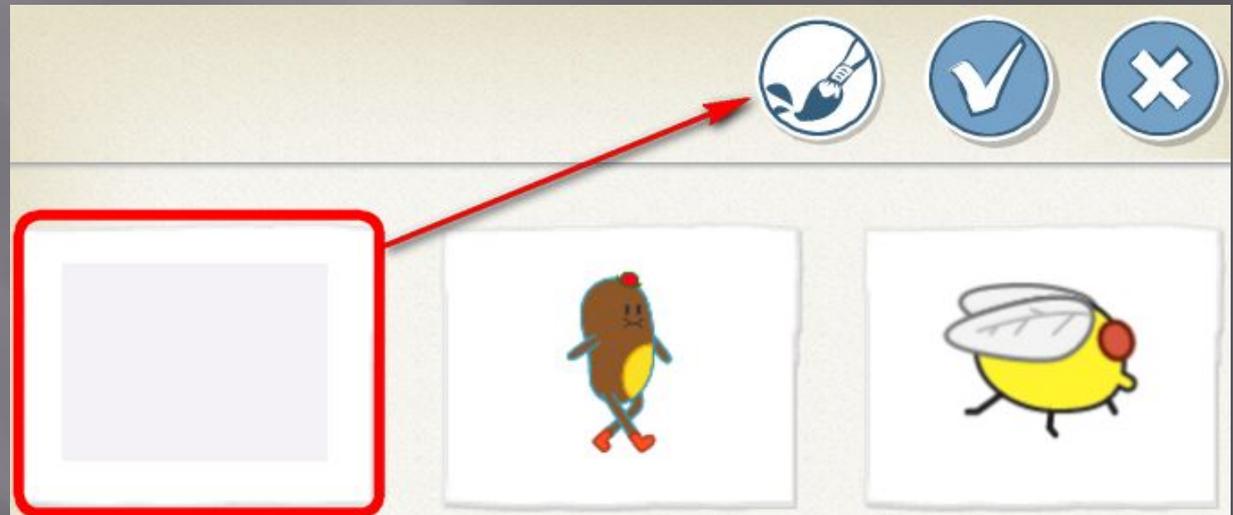
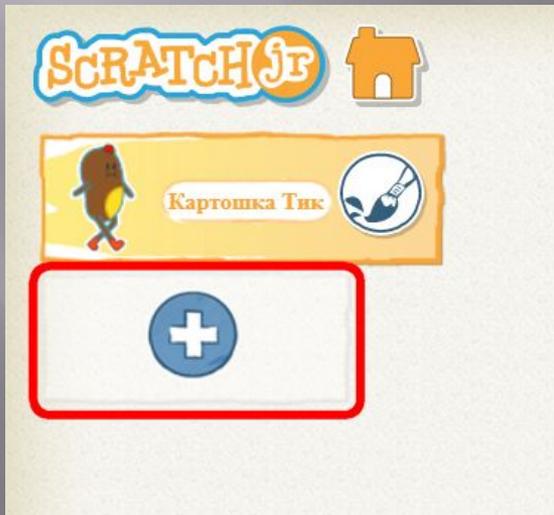
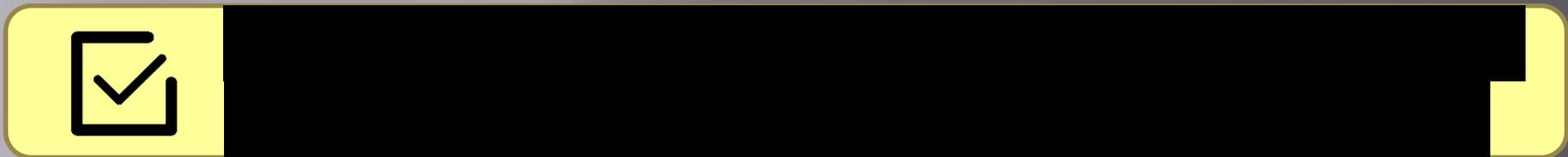
SCRATCH JR



Картошка Тик  



Создание кнопок



Создание кнопок



SCRATCH JR



Картошка Тик



Character



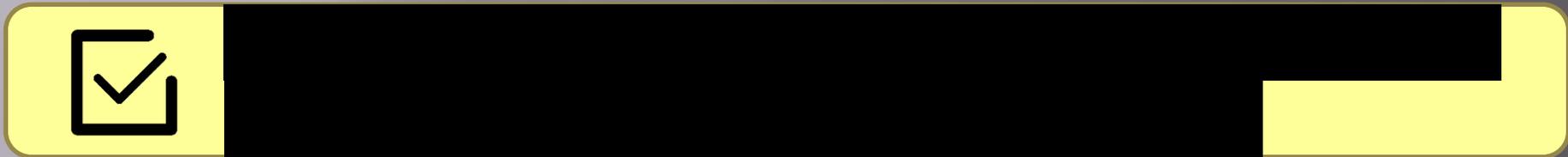
Character



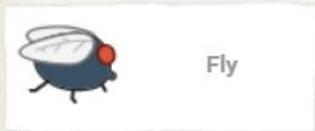
Character



Создание кнопки



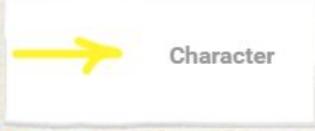
SCRATCH



Fly



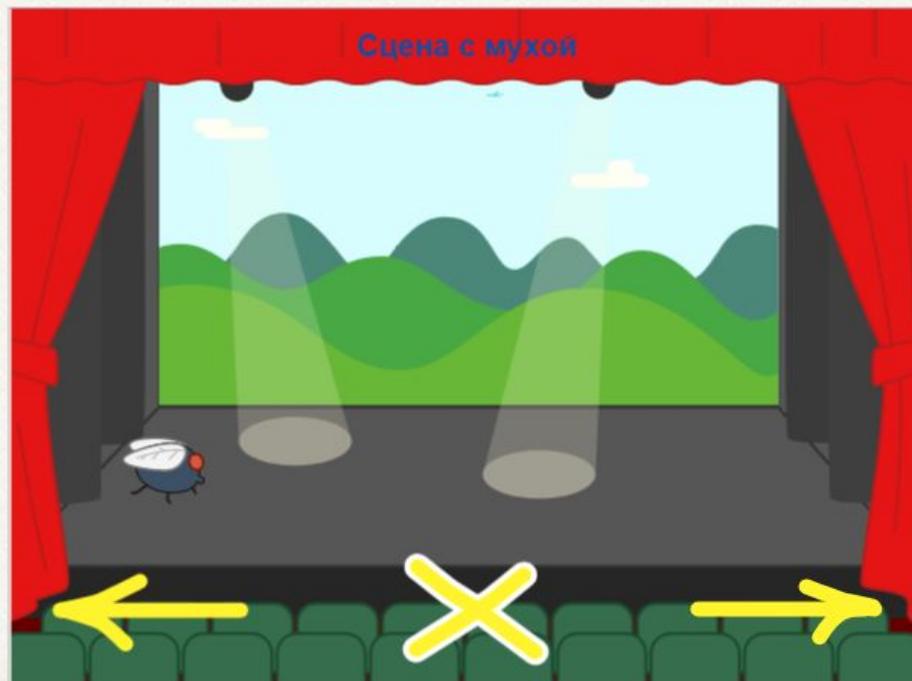
Character



Character



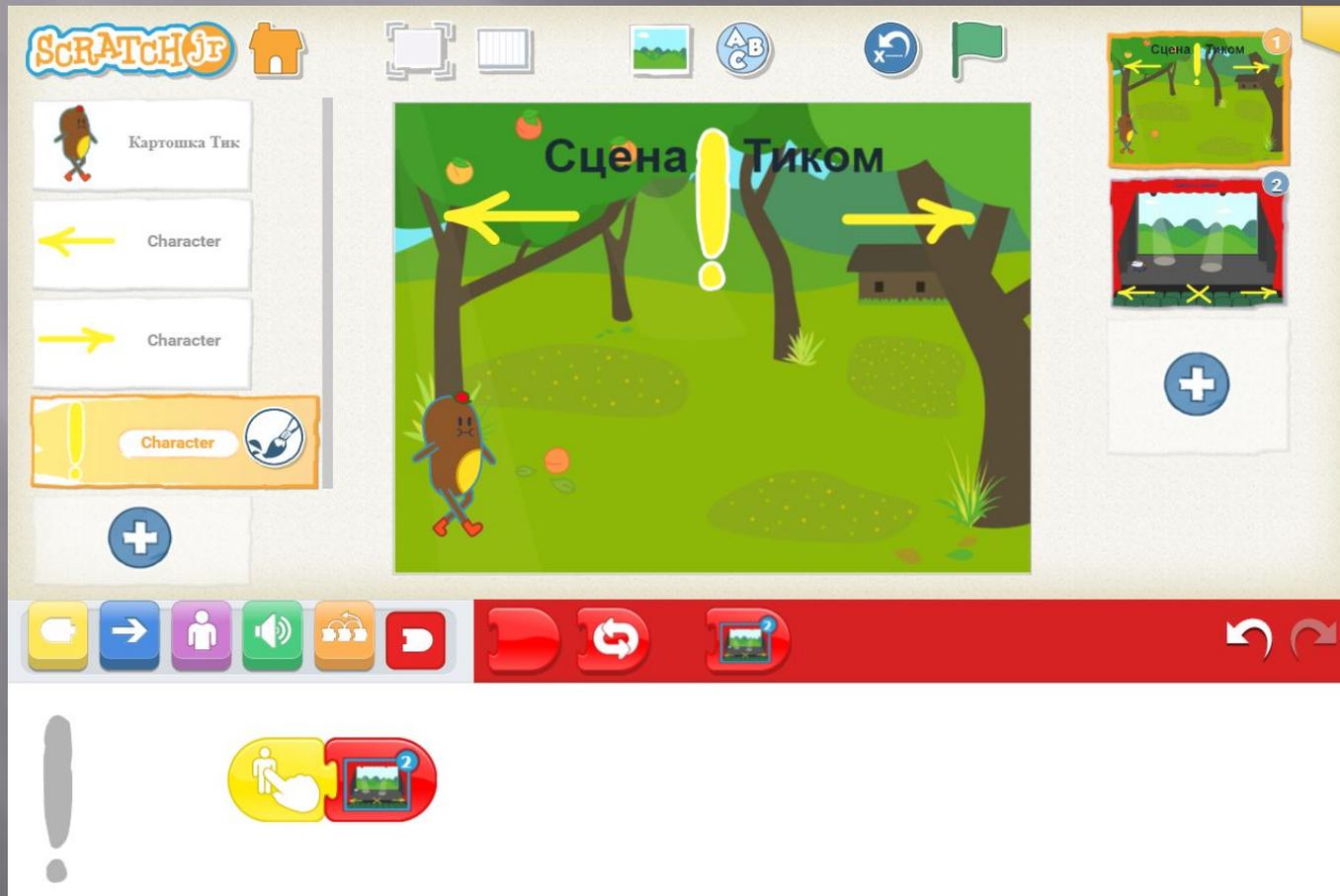
Character



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 workspace shows a scene titled 'Сцена Тиком' with a cartoon character 'Тиком' in a forest. The scene contains a large yellow exclamation mark and two yellow arrows pointing left and right. On the left, the 'Character' palette shows 'Тиком' and three character actions: a left arrow, a right arrow, and an exclamation mark. On the right, the 'Stage' palette shows two scene actions: 'Сцена Тиком' (1) and a scene with a red border (2). At the bottom, the 'Scripts' palette shows a 'When green flag clicked' event block followed by two 'Say' blocks: one with a yellow envelope and a left arrow, and one with a red envelope and a right arrow, both with a duration of 1 second.

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 interface includes a top toolbar with icons for home, zoom, text, undo, and flag. On the left, the "Fly" character is selected, with options for "Character" movement (left, right, and a crossed-out option) and a "+" button. The bottom toolbar contains various motion and behavior blocks. The storyboard on the right shows two scenes: "Сцена Тиком" (Scene Tick) and a scene with a fly on stage, with a "+" button below it. The script editor at the bottom shows a fly character with two "Move 1 step" blocks, one with a left arrow and one with a right arrow, both numbered "1".

Управление персонажами

