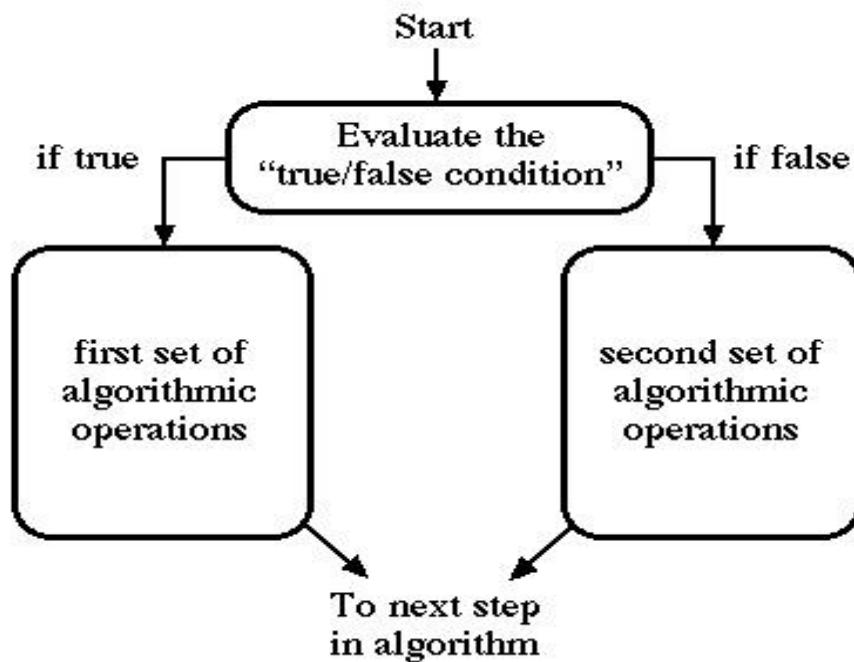


The image displays the Scratch programming environment. On the left, the code editor shows the following script:

- When green flag clicked
- Change costume to Field At Mit
- Show
- Move to x: -240 y: -40
- Ask "Câți pași înaintez?" and wait
- If  $\text{răspuns} > 20$  and  $\text{răspuns} < 240$  then
- Repeat  $\text{răspuns}$  times:
  - Change x by 1
  - Next costume
- Otherwise
- Speak "Îmi pare rău! Numărul este incorect!" for 2 seconds
- Hide
- Broadcast message

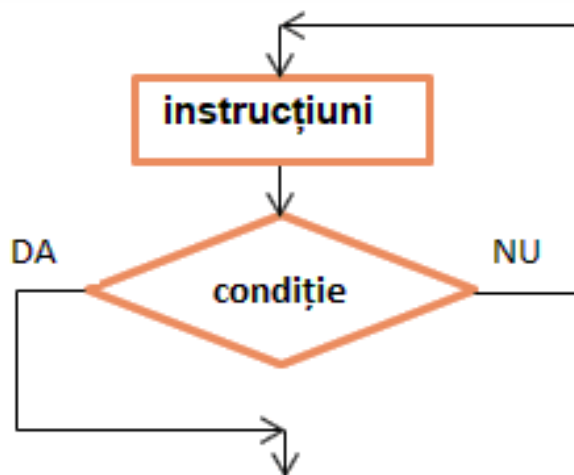
On the right, the stage view shows a character (Scratch cat) on a green field in front of a building. The character's position is x: -182, y: -42. The costume list includes Personaj1, Bat, Dinosaur5, and Dinosaur3. The scene is labeled "Scenă" and "Decoruri 4".

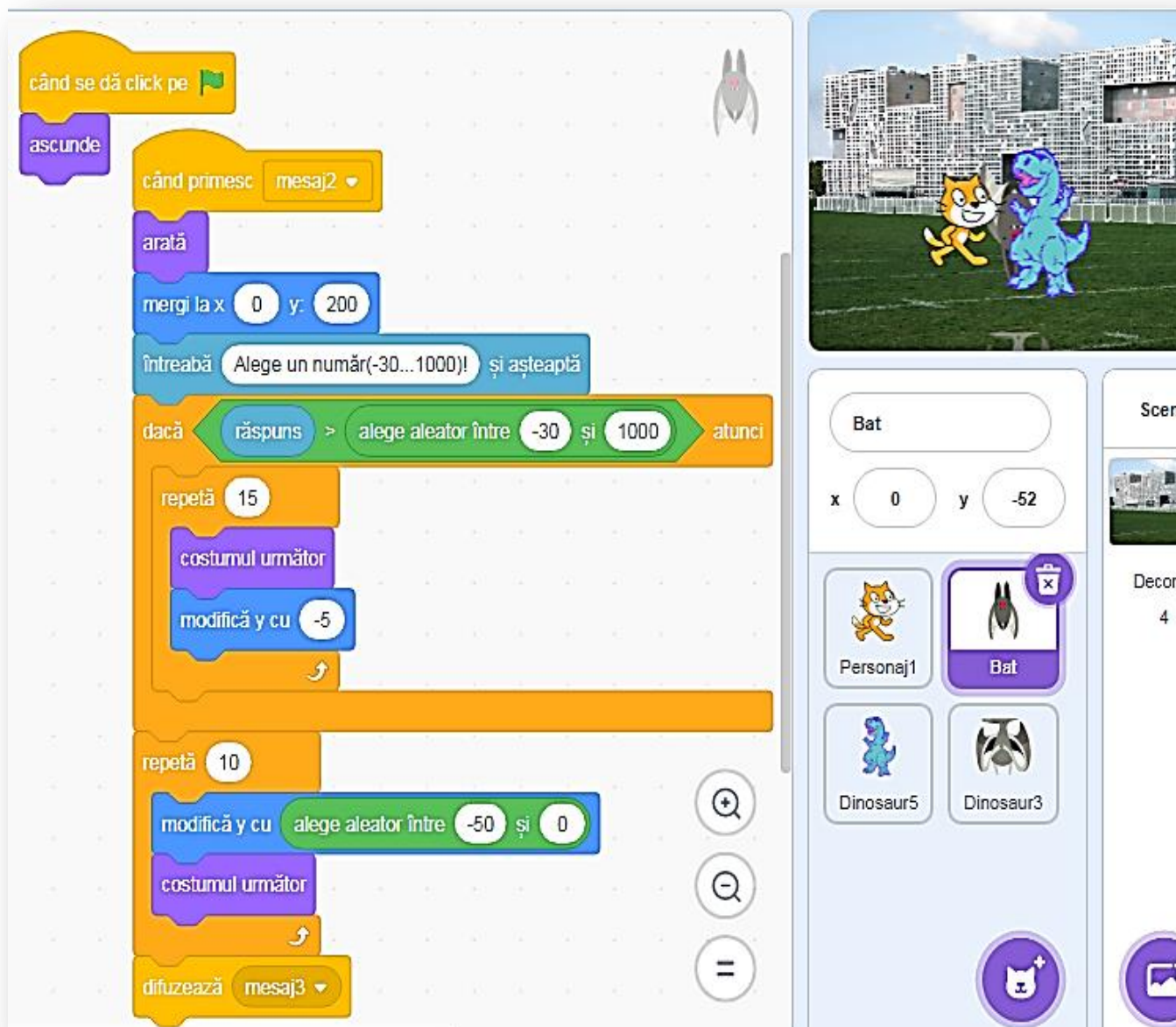


The screenshot displays a Scratch-like programming environment. On the left, a script is built with the following blocks:

- When green flag clicked:**
  - Hide**
  - When I receive message1:**
    - Go to x: 240 y: -40**
    - Show**
    - Repeat 10 times:**
      - Change x by -10**
      - Next costume**
      - Turn 36 degrees**
    - Repeat 10 times:**
      - Change x by -10**
      - Next costume**
      - Turn 36 degrees**
    - Broadcast message2**

On the right, the stage view shows a blue dinosaur character and a yellow cat character on a green field in front of a modern building. Below the stage, the 'Dinosaur5' object is selected, with its position set to x: 40, y: -40. The 'Decoruri' (Decorations) panel shows 4 items: Personaj1, Bat, Dinosaur5, and Dinosaur3.

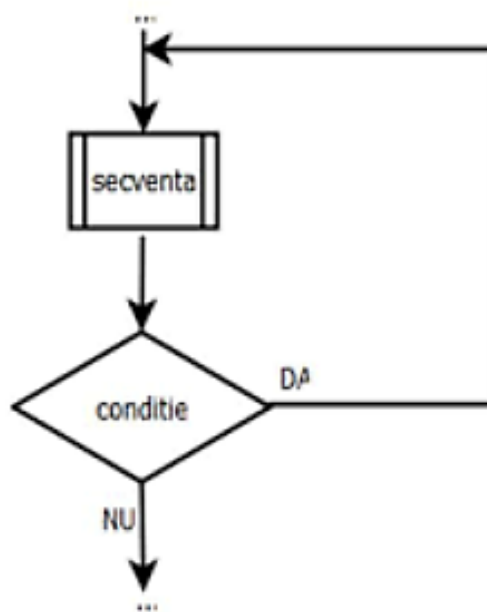


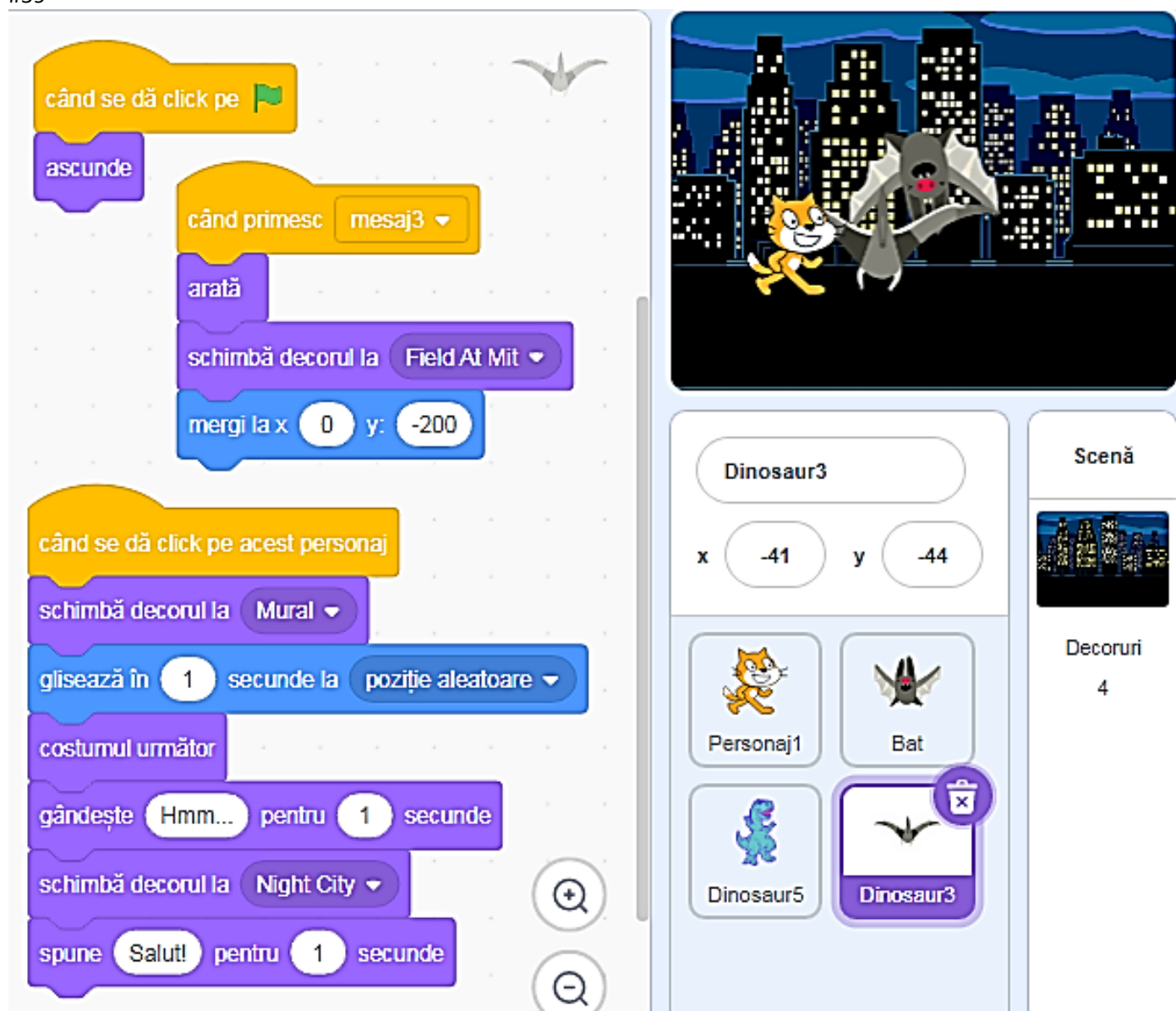


The image shows a Scratch project interface. On the left is the code editor with the following blocks:

- When green flag clicked: hide
- When I receive message2: show
- Go to x: 0 y: 200
- Ask "Alege un număr(-30...1000)!" and wait
- If answer > choose random from -30 and 1000 then:
  - Repeat 15 times:
    - next costume
    - change y by -5
- Repeat 10 times:
  - change y by choose random from -50 and 0
  - next costume
- Broadcast message3

On the right is the stage view showing a cat character and a blue dinosaur character on a green field with a city background. Below the stage are controls for the 'Bat' character, including its name, x and y coordinates (0, -52), and a list of costumes: Personaj1, Bat, Dinosaur5, and Dinosaur3.





The image shows the Scratch programming environment. On the left is the script editor with the following code blocks:

- When clicked (când se dă click pe) → Hide (ascunde)
- When I receive the message (când primesc mesaj3) → Show (arată)
- Change costume to (schimbă decorul la) Field At Mit
- Go to (mergi la) x: 0 y: -200
- When clicked on this character (când se dă click pe acest personaj) → Change background to (schimbă decorul la) Mural
- Slide in (glisează în) 1 seconds from (poziție aleatoare)
- Next costume (costumul următor)
- Think (gândește) Hmm... for (1) seconds
- Change background to (schimbă decorul la) Night City
- Say (spune) Salut! for (1) seconds

On the right is the stage area, which includes:

- A preview of the stage scene showing a night city background with a cat and a bat.
- A "Dinosaur3" object with coordinates x: -41 and y: -44.
- A "Decoruri" (Decorations) panel with 4 items: Personaj1 (cat), Bat, Dinosaur5 (blue dinosaur), and Dinosaur3 (bird).
- A "Scenă" (Scene) panel showing the current background image.