

The image shows a Scratch script for a character named 'Personaj1'. The script is triggered by a 'when clicked' event and contains the following blocks:

- Go to x: 14, y: -70
- Change room to Room 1
- Show
- Speak: 'Află restul împărțirii numărului tău la numărul calculatorului.' for 1 second
- Ask: 'Ce număr dorești?' and wait
- Select 'calculator' and choose a random number between 1 and 10000
- Speak: 'alătură Numărul calculatorului este--- calculator' for 1 second
- Speak: 'alătură Restul este: răspuns mod calculator' for 1 second
- Speak: 'Gata cu matematica! Îi dau legătura ursului polar.' for 1 second
- Hide
- Change room to Slopes

On the right, the 'Personaj1' panel shows the character's position (x: 14, y: -70) and a list of characters: 'Personaj1' (selected), 'Polar Bear', and 'Penguin'. The 'Scenă' panel shows a bookshelf scene and 'Decoruri' (4).

This image shows a close-up of the Scratch character and scene panels. The 'Personaj1' panel displays the character's position (x: 14, y: -70) and a list of characters: 'Personaj1' (selected), 'Polar Bear', and 'Penguin'. The 'Scenă' panel shows a landscape scene and 'Decoruri' (4). At the bottom, there are two circular buttons: one with a cat icon and a plus sign, and another with a picture icon and a plus sign.

```
when scene changes to Slopes
  move to x: -240 y: -130
  show
  repeat 25
    change x by 10
  speak Bună ziua! for 1 seconds
  speak Eu sunt ursul polar. În ce zonă trăiesc? for 2 seconds
  speak Pentru zona arctică, apăsați 1. Pentru zona antarctică, apăsați 2. for 2 seconds
  ask Tasta 1 sau tasta 2? and wait
  if response is 1 then
    think Bravo! for 2 seconds
    repeat 10
      rotate 36 degrees
    broadcast final
  else
    speak Nu trăiesc în zona sudică a Terrei! for 1 seconds
    broadcast mesaj1
  hide
```

The image displays the Scratch programming environment. On the left, a script is attached to the 'when scene changes to Slopes' event. The script performs the following actions: moves the character to coordinates (-240, -130), shows it, and enters a loop that repeats 25 times, each time increasing the x-coordinate by 10. After the loop, the character speaks 'Bună ziua!' for 1 second, 'Eu sunt ursul polar. În ce zonă trăiesc?' for 2 seconds, and 'Pentru zona arctică, apăsați 1. Pentru zona antarctică, apăsați 2.' for 2 seconds. It then asks the user 'Tasta 1 sau tasta 2?' and waits for a response. A conditional 'if' block checks if the response is '1'. If true, the character thinks 'Bravo!' for 2 seconds, rotates 36 degrees in a loop of 10, and broadcasts a 'final' message. If false, it speaks 'Nu trăiesc în zona sudică a Terrei!' for 1 second and broadcasts a 'mesaj1' message. Finally, the character is hidden.

On the right, the Scratch interface shows the 'Polar Bear' character selected in the 'Personaj' panel. The 'Scenă' panel shows the 'Polar Bear' scene selected, with coordinates x: 10 and y: -130. The 'Decoruri' panel shows 'Decoruri 4' selected.

The image shows a Scratch script for a penguin character. The script is composed of several blocks:

- When I receive a message:** "când primesc mesaj1".
- Move:** "mergi la x: -222 y: -30".
- Show:** "arată".
- Repeat (15 times):**
 - Costume:** "costumul următor".
 - Modify X:** "modifică x cu 5".
- Speak:** "spune 'Eu trăiesc în Antarctica.' pentru 2 secunde".
- Set Variable:** "setează variabila mea la 1".
- Repeat (length of Antarctica):**
 - Think:** "gândește litera variabila mea din Antarctica pentru 0.5 secunde".
 - Modify Variable:** "modifică variabila mea cu 1".
- Move:** "glisează în 1 secunde la x: 49 y: -130".
- Finalize:** "difuzează final".
- Hide:** "ascunde".

The script is triggered by a "când se dă click pe" event, which also includes a "ascunde" block. A penguin character is visible in the top right corner of the workspace.