

Predice qué sucederá en las siguientes situaciones:

1.10



The image shows a Scratch script on the left and an Angry Birds game scene on the right. The script consists of the following blocks: 'al ejecutar' (orange), 'girar a la izquierda' (blue), 'girar a la izquierda' (blue), 'avanzar' (blue), 'girar a la izquierda' (blue), 'avanzar' (blue), 'avanzar' (blue), and 'avanzar' (blue). The game scene shows a green pig character in the center of a level, with a red bird character below it. The level is composed of wooden blocks and TNT bombs.

2.9



The image shows a Scratch script on the left and an Angry Birds game scene on the right. The script consists of the following blocks: 'al ejecutar' (orange), 'avanzar' (blue), 'avanzar' (blue), 'girar a la derecha' (blue), 'avanzar' (blue), 'avanzar' (blue), 'girar a la izquierda' (blue), and 'avanzar' (blue). The game scene shows a blue pig character on a small island, with a brown bird character above it. The level is composed of ice blocks and a small island with a palm tree.

3.12

al ejecutar

- avanzar
- junta
- girar a la izquierda 90
- avanzar
- junta
- girar a la derecha 90
- avanzar
- junta
- girar a la izquierda 90
- avanzar
- junta

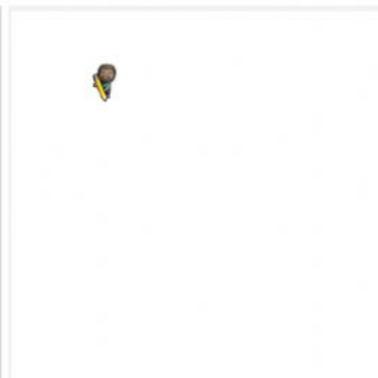


The image shows a game level with a character on the right side. The level is composed of a grid of grey tiles. There are several purple gems scattered across the grid, each with a '1' next to it. The character is standing on a path of tiles that leads towards the gems.

4.10

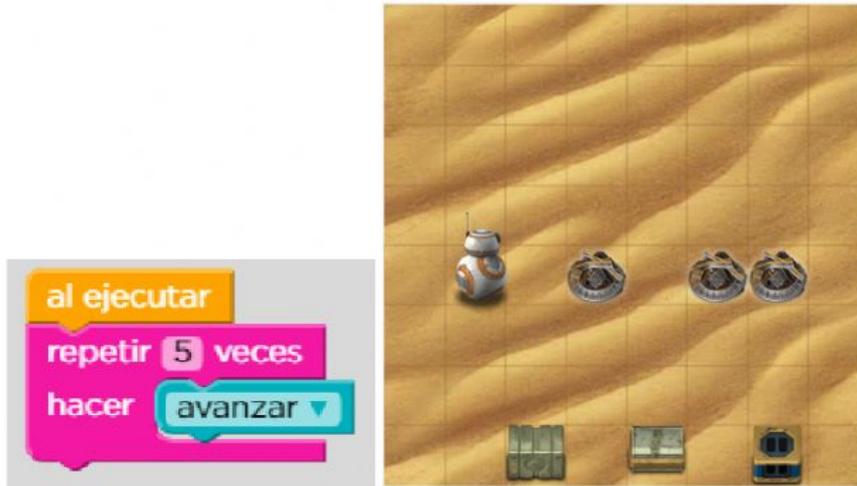
al ejecutar

- mover hacia adelante 200 pixeles
- girar a la izquierda 90 grados
- mover hacia adelante 200 pixeles
- girar a la izquierda 90 grados
- mover hacia adelante 200 pixeles
- girar a la izquierda 90 grados
- mover hacia adelante 200 pixeles



The image shows a game level with a key on the left side. The level is a plain white background. The key is a small yellow object with a brown handle.

10.3



10.13



12.4

```
al ejecutar
  repetir 3 veces
    hacer
      avanzar
      repetir 2 veces
        hacer
          avanzar
          obtener néctar
      girar a la derecha 90
```



24.1

```
al ejecutar
  establecer longitud a 50
  repetir 3 veces
    hacer
      mover adelante por longitud pixeles
      girar izquierda por 120 grados
```

