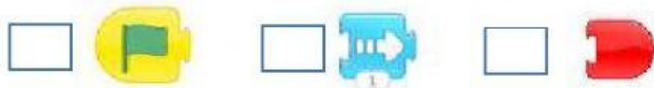


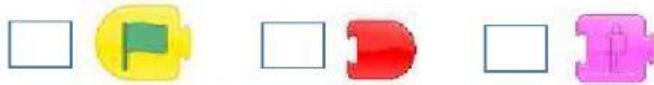
Scratch jr –Actividad 1

1.- Selecciona el bloque de programación correcto

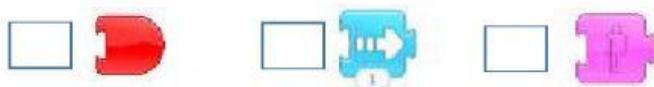
Bandera Verde



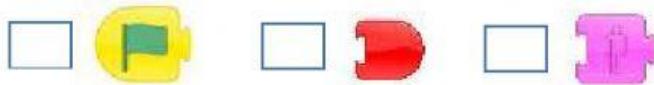
Desaparecer



Mover a la derecha



Finalizar



Mover hacia arriba



Mover hacia abajo



Velocidad

