

Arrastra el nombre de cada elemento según corresponda!!!

The image shows the Scratch editor interface. On the left, the 'Código' (Code) tab is active, displaying a script for the 'Movimiento' (Movement) category. The script includes the following blocks: 'mover 10 pasos' (move 10 steps), 'girar 15 grados' (turn 15 degrees), 'girar 15 grados' (turn 15 degrees), 'ir a posición aleatoria' (go to random position), 'ir a x: 0 y: 0' (go to x: 0 y: 0), 'clicar en 1 segundos a posición aleatoria' (click in 1 seconds at random position), 'clicar en 1 segundos a x: 0 y: 0' (click in 1 seconds at x: 0 y: 0), 'avanzar en dirección 90' (advance in direction 90), and 'avanzar hacia puntero del ratón' (advance towards mouse pointer). The 'avanzar hacia puntero del ratón' block is currently being dragged by the mouse, as indicated by the blue highlight and the shadow of the block on the workspace. The workspace itself is empty, with a small Scratch cat sprite in the top right corner. On the right side, the 'Escenario' (Stage) area is visible, showing the 'Objeto' (Object) panel with 'Objeto1' selected, and the 'Fondos' (Backgrounds) panel with 'Fondos 1' selected. The 'Objeto' panel also shows the 'Medir' (Measure) section with 'Tamaño' (Size) set to 100 and 'Dirección' (Direction) set to 90. The 'Escenario' panel shows the 'Fondos' (Backgrounds) section with 'Fondos 1' selected. The 'Objeto' panel also shows the 'Medir' (Measure) section with 'Tamaño' (Size) set to 100 and 'Dirección' (Direction) set to 90. The 'Escenario' panel shows the 'Fondos' (Backgrounds) section with 'Fondos 1' selected.

 Bloques de programación      Escenario      Selección de personajes 

Selección de escenarios       Panel de programación

Valores para posicionar los personajes

