

PHIẾU HỌC TẬP

2 Vào mục Trang phục

Xoá trang phục

3 Chọn một trang phục

Chọn thay đổi trang phục

The screenshot shows the Scratch software interface. On the left, there is a 'code' area and a 'Trang phục' (Costumes) area. The 'Trang phục' area contains two costume thumbnails: 'dove-a' (176 x 21) and 'dove-b' (180 x 21). A red dashed box highlights the 'Trang phục' area, and a red arrow points from the instruction '2 Vào mục Trang phục' to it. A green dashed box highlights the 'dove-a' thumbnail, and a green arrow points from the instruction '3 Chọn một trang phục' to it. A green dashed box highlights the 'Sprite1' area at the bottom, and a green arrow points from the instruction 'Chọn thay đổi trang phục' to it. The main workspace shows a dove sprite with its wings spread, holding an olive branch. The 'Nhân vật' (Character) area on the right shows the 'Dove' character with its dimensions (x: 21, y: 37) and a 'Kích thước' (Size) of 100. A red dashed box highlights the 'Dove' costume in the 'Sprite1' area, and a red arrow points from the instruction 'Xoá trang phục' to it. The 'LIVEWORKSHEETS' logo is visible at the bottom right of the interface.