

Scratch interface showing a game titled "Ambil Sampah" (Pick Up Trash). The game features a bear sprite and a score variable.

Code Editor:

- When Green Flag Clicked:**
 - go to x: 136 y: -112
- Forever Loop:**
 - if key: up arrow pressed? then: change y by 10
 - if key: down arrow pressed? then: change y by -10
 - if key: right arrow pressed? then: change x by 10
 - if key: left arrow pressed? then: change x by -10
- When Clicked:**
 - if touching Jar? then: change Skor by 1
 - if touching Gift? then: change Skor by 1
 - if touching Milk? then: change Skor by 1

Stage:

- Score: 0
- Timer: 0
- Sprite: Bear (x: 77, y: -112)
- Costumes: Bear, Jar, Gift, Milk
- Backdrops: 3

Watermark: LIVEWORKSHEETS