

The image shows a Scratch workspace. At the top, a purple robot character is on a white stage. The stage contains several rectangular blocks of different colors: green and orange. Below the stage is a control panel with the following elements:

- Postava:** robot
- Ukázat:** Visible (eye icon) and Hidden (eye with slash icon)
- Velikost:** 90
- Směr:** 0
- Scéna:** Scéna (Scene)
- Pozadí:** Pozadí (Background) 1

Below the control panel is a palette of objects and blocks:

- robot** (selected)
- Zed1** to **Zed4** (green blocks)
- Zed5** to **Zed9** (orange blocks)
- Zed0** to **Zed13** (orange and green blocks)

The image shows a Scratch script editor with the following code blocks:

- scénář pro** (script area)
- na start** (when green flag clicked)
- skoč na x: -135 y: 10** (go to coordinates)
- na start** (when green flag clicked)
- po stisku klávesy šipka vpravo** (when right arrow key pressed)
- nastav směr 90** (set direction to 90)
- Pohni** (move)
- po stisku klávesy šipka nahoru** (when up arrow key pressed)
- nastav směr 0** (set direction to 0)
- Pohni** (move)
- po stisku klávesy šipka dolů** (when down arrow key pressed)
- nastav směr 180** (set direction to 180)
- Pohni** (move)
- scénář pro Pohň** (script area)
- dopředu o 10 kroků** (move forward 10 steps)
- když dotýkáš se barvy ? tak** (when touching color?)
- dopředu o -20 kroků** (move forward -20 steps)