

The image shows a Scratch project workspace. On the left, a script is built on a grid background. It starts with a yellow 'when green flag is clicked' block, followed by a purple 'switch to background' block set to 'WhatsApp Image 2024-04-25 à 22'. This is followed by a purple 'hide' block, a blue 'go to x: 270 y: 23' block, a purple 'show' block, a blue 'slide in 1 seconds to x: 26 y: 29' block, an orange 'repeat 20 times' loop containing a purple 'add 25 to color effect' block and an orange 'wait 0.5 seconds' block. The script ends with a purple 'switch to background' block set to 'Forest'. Below this, another yellow 'when background switches to Forest' block is followed by a purple 'hide' block.

On the right, the stage is visible. The title 'histoire le lion & la souris TASNIM' is written in red and blue text at the top. The background is a landscape with green hills and a blue sky with white clouds. A large cartoon lion is lying on the grass in the foreground, and a small mouse is visible in the background. The stage is currently set to the 'Forest' background.

Below the stage, the 'Sprite' panel shows 'Sprite1' selected, with its position set to x: 26 and y: 29. The 'Afficher' (Show) button is checked. The 'Taille' (Size) is set to 120 and the 'Direction' is 90. The 'Scène' panel shows 'Arrière-plans' (Backgrounds) with 3 items, including the current 'Forest' background. The 'Sprite' panel also shows a list of sprites: 'Sprite1', 'Sprite2', 'Lion', and 'Mouse1'.

TASNIM

quand  est cliqué

basculer sur l'arrière-plan WhatsApp Image 2024-04-25 à 22 ▾

cache

aller à x: 140 y: -45

mettre la taille à 120 % de la taille initiale

attendre 1 secondes

montr

répéter 6 fois

ajouter 20 à la taille

attendre 0.5 secondes

basculer sur l'arrière-plan Forest ▾

cache

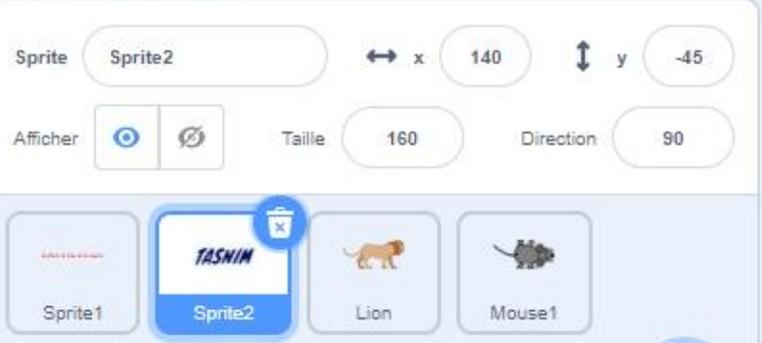
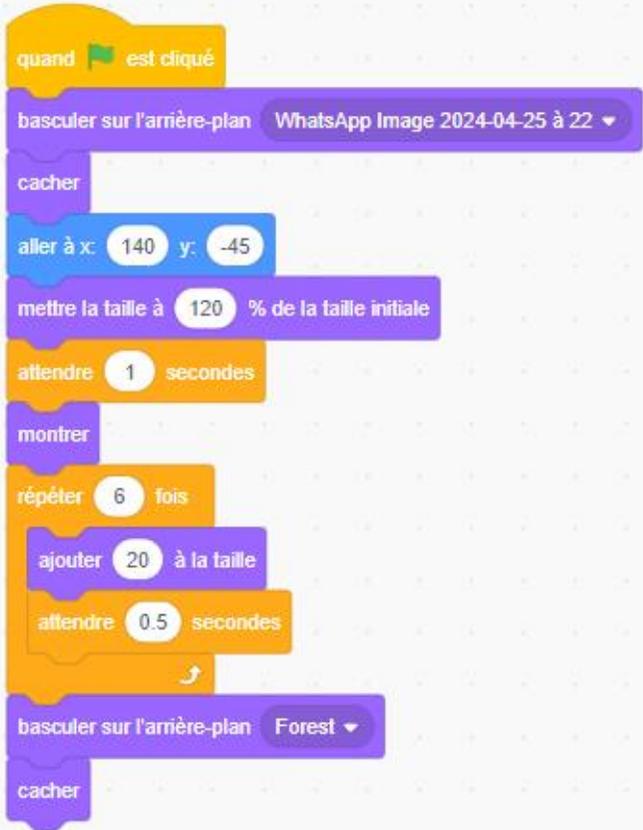
histoire le lion & la souris
TASNIM

Sprite Sprite2 x 140 y -45

Afficher Taille 160 Direction 90

Sprite1 **Sprite2** Lion Mouse1

Scène Arrière-plan 3



The image shows a Scratch project with a script area on the left and a stage on the right. The script is triggered by a green flag click and contains the following blocks:

- when green flag is clicked: hide
- when the background switches to Forest: show
- go to x: -141 y: -118
- think for 2 seconds: "Ah Enfin, j'ai trouvé quoi manger"
- move 30 steps forward
- next costume
- say for 2 seconds: "Maintenant je vais te manger petite souris"
- send message to all: msg2
- when I receive msg3: say for 2 seconds: "j'aurai besoin de ton aide,hhhhhhhh ok cette fois je te laisse"
- send message to all: msg4
- when I receive msg5: say for 2 seconds: "hahahahahahaha"

The stage shows a lion sprite in a forest background. The lion is positioned at x: -111 and y: -118, facing right (direction: 90). The stage also shows a mouse sprite in the background. The bottom right panel shows the sprite list with "Lion" and "Mouse1" visible.

The image displays the Scratch development environment. On the left is the script editor for a sprite named 'Forest'. The script consists of the following blocks:

- when green flag clicked
- show
- when I receive msg2
- say "Stp, laisse moi partir , un jour tu auras besoin de mon aide et je serais la pour toi" for 2 seconds
- send msg3 to all
- when I receive msg4
- say "merci beaucoup" for 2 seconds
- send msg5 to all

On the right is the stage, which shows a forest scene with a lion and a mouse. The mouse is currently hidden. Below the stage is the sprite control panel for 'Mouse1', showing the following properties:

- Sprite: Mouse1
- x: 192
- y: -122
- Afficher: (visible)
- Taille: 50
- Direction: -88

On the far right, there is a 'Scène' panel showing a thumbnail of the current scene.