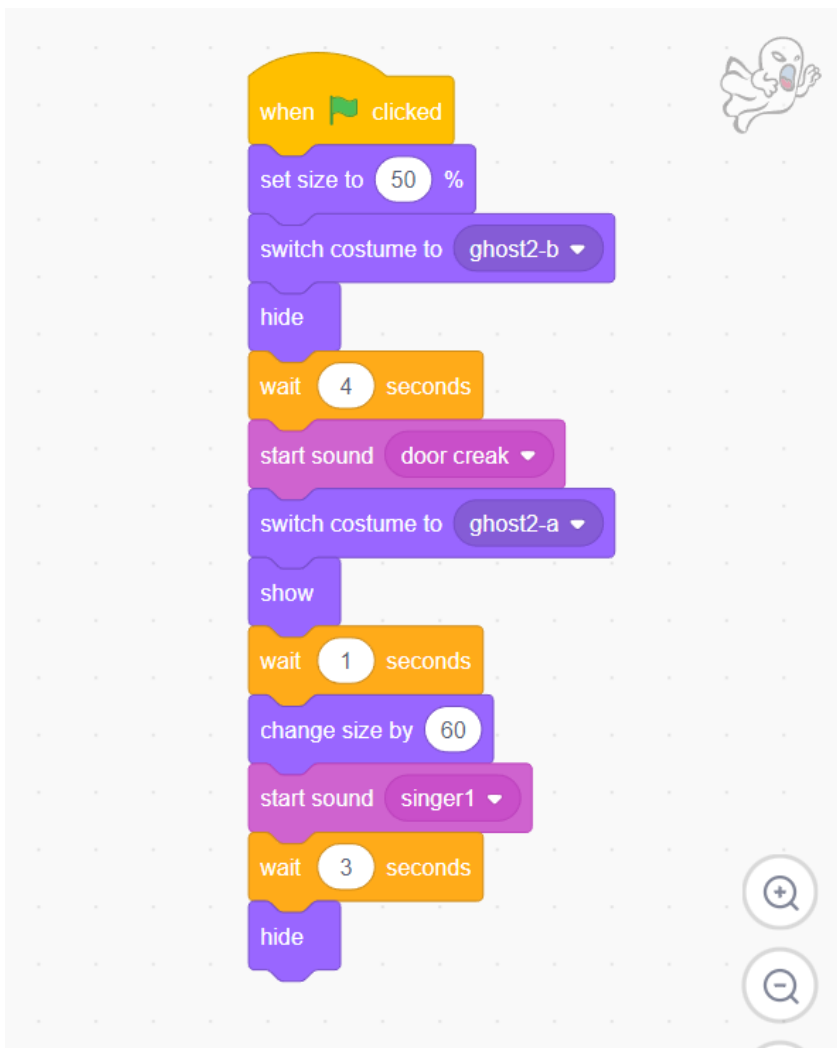


A Scratch script for a wolf character. The script starts with a yellow 'when green flag clicked' block. This is followed by a purple 'show' block, a purple 'start sound' block with 'wolf howl' selected, a blue 'go to x: 171 y: 60' block, a blue 'glide 2 secs to x: -227 y: 45' block, and finally a purple 'hide' block. A small wolf character icon is visible in the top right corner of the workspace.

```
when green flag clicked
show
start sound wolf howl
go to x: 171 y: 60
glide 2 secs to x: -227 y: 45
hide
```



A Scratch script for a ghost character. The script starts with a yellow 'when green flag clicked' block. This is followed by a purple 'set size to 50 %' block, a purple 'switch costume to ghost2-b' block, a purple 'hide' block, an orange 'wait 4 seconds' block, a purple 'start sound door creak' block, a purple 'switch costume to ghost2-a' block, a purple 'show' block, an orange 'wait 1 seconds' block, a purple 'change size by 60' block, a purple 'start sound singer1' block, an orange 'wait 3 seconds' block, and finally a purple 'hide' block. A small ghost character icon is visible in the top right corner of the workspace. There are also zoom in (+) and zoom out (-) icons in the bottom right corner.

```
when green flag clicked
set size to 50 %
switch costume to ghost2-b
hide
wait 4 seconds
start sound door creak
switch costume to ghost2-a
show
wait 1 seconds
change size by 60
start sound singer1
wait 3 seconds
hide
```



```
when green flag clicked
  set size to 20 %
  repeat 15
    change size by 10
    wait 0.7 seconds
```