

- ❑ The code files in the **resources** folder are translated according to the guidelines set out in the translator guide.
  - Python: all strings, variables, functions and comments are translated. All built-in functions and keywords are left in English.
  - Scratch: all variables, lists, strings, sprites that are added to the script and costumes are translated.
  - HTML: all strings in HTML files are translated. All HTML tags, **.css** files and **.js** files are left in English.
- ❑ All images and GIFS that contain text, interface of tools available in other languages, and code are translated.
  - The code in images is in line with the code in the code files mentioned above.
- ❑ The **meta.yml** file is translated according to the translator guide:
  - The following segments are translated: title, description, steps
  - The following segments remain in English: hero\_image, theme, duration, listed, ingredient, copyedit, curriculum, original\_url, interests, technologies, site\_areas, software, version, last\_tested
- ❑ Markdown files are fully translated
  - The following untranslatable elements remain in English: **title**, **--- collapse ---**, **--- hint ---**, **--- challenge ---**, **--- task ---**, **{:target="\_blank"}**, **{:class="blockevents"}** (and similar), **URLs**
  - All Scratch syntax is translated in line with the official Scratch translation.
  - Python and HTML code is translated in line with the code in the images and the code files.
  - All redundant spaces added by machine translation are removed, especially in tags such as **{:target="\_blank"}** or **{:class="blockevents"}**.
- ❑ The titles of steps in the **meta.yml** file and in markdown files are translated in the same way.
- ❑ Whenever you updated your own translation of a segment, you deleted the translation you no longer want to use.
- ❑ Language used is informal and gender-neutral (where possible).
- ❑ Translations suggested by glossaries are used whenever they are available.