

The screenshot shows a Scratch project titled "Plecak". On the left, a script is visible with the following blocks:

- When clicked (kiedy kliknięto)
- Forever loop (zawsze) containing:
 - Set x of Earth to 120 * cos(kat_ziemi) (ustaw x_ziemia na 120 * cosinus z kat_ziemi)
 - Set y of Earth to 120 * sin(kat_ziemi) (ustaw y_ziemia na 120 * sinus z kat_ziemi)
 - Move Earth to x, y (któż do x: x_ziemia y: y_ziemia)
 - Increment kat_ziemi by 1 (zmień kat_ziemi o 1)

On the right, the stage is shown with a dark blue background. It contains three sprites: a yellow sun (Duszek), a small Earth (Earth), and a larger Earth (Earth). The Earth sprites are positioned to the left of the sun. The bottom of the interface shows the "Plecak" title bar.