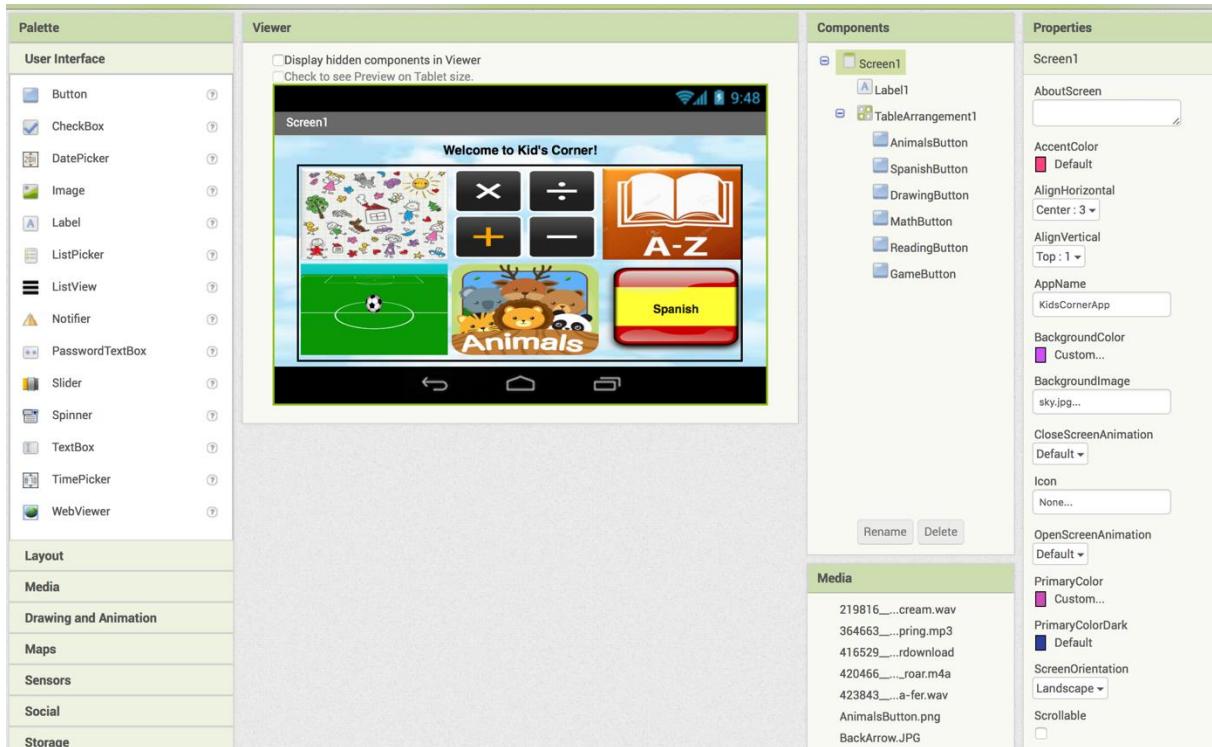


Home Screen:

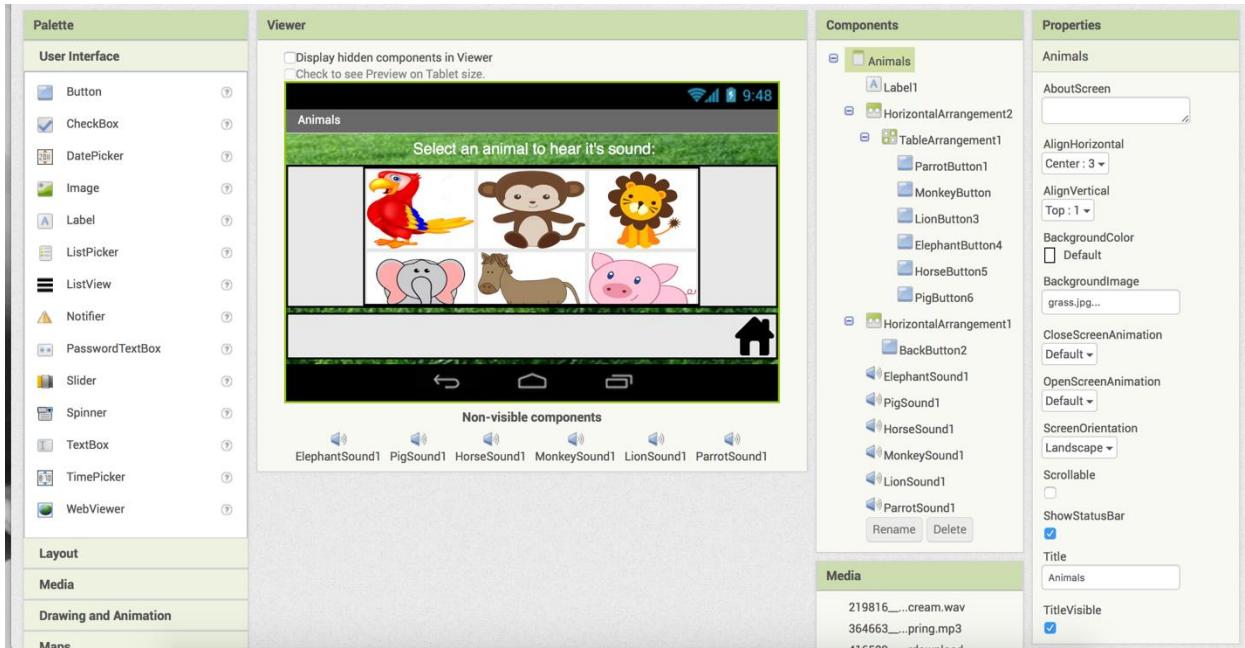


```

when AnimalsButton .Click
do open another screen screenName " Animals "
when GameButton .Click
do open another screen screenName " Game "
when ReadingButton .Click
do open another screen screenName " Reading "
when DrawingButton .Click
do open another screen screenName " DrawingScreen "
when MathButton .Click
do open another screen screenName " Math "
when SpanishButton .Click
do open another screen screenName " Spanish "

```

Animal App:



```
when ElephantButton4 .Click
do call ElephantSound1 .Play
```

```
when PigButton6 .Click
do call PigSound1 .Play
```

```
when LionButton3 .Click
do call LionSound1 .Play
```

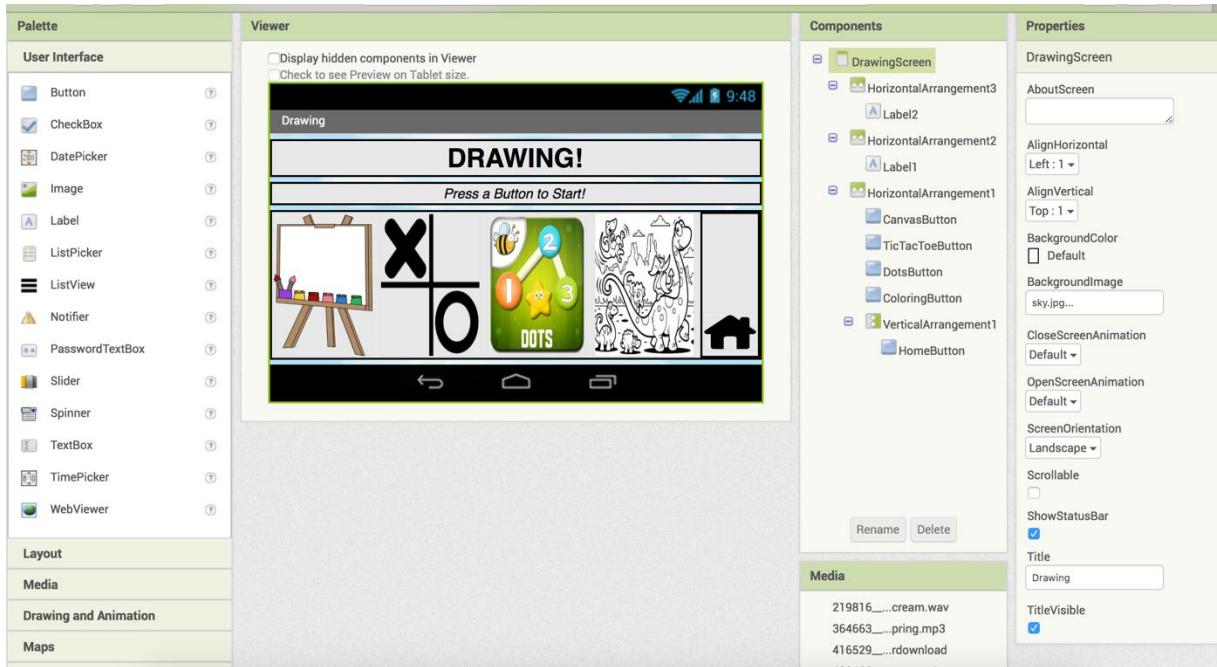
```
when HorseButton5 .Click
do call HorseSound1 .Play
```

```
when MonkeyButton .Click
do call MonkeySound1 .Play
```

```
when ParrotButton1 .Click
do call ParrotSound1 .Play
```

```
when BackButton2 .Click
do open another screen screenName " Screen1 "
```

Drawing Screen:



```

when TicTacToeButton .Click
do open another screen screenName " TicTacToe "

when HomeButton .Click
do open another screen screenName " (Screen1) "

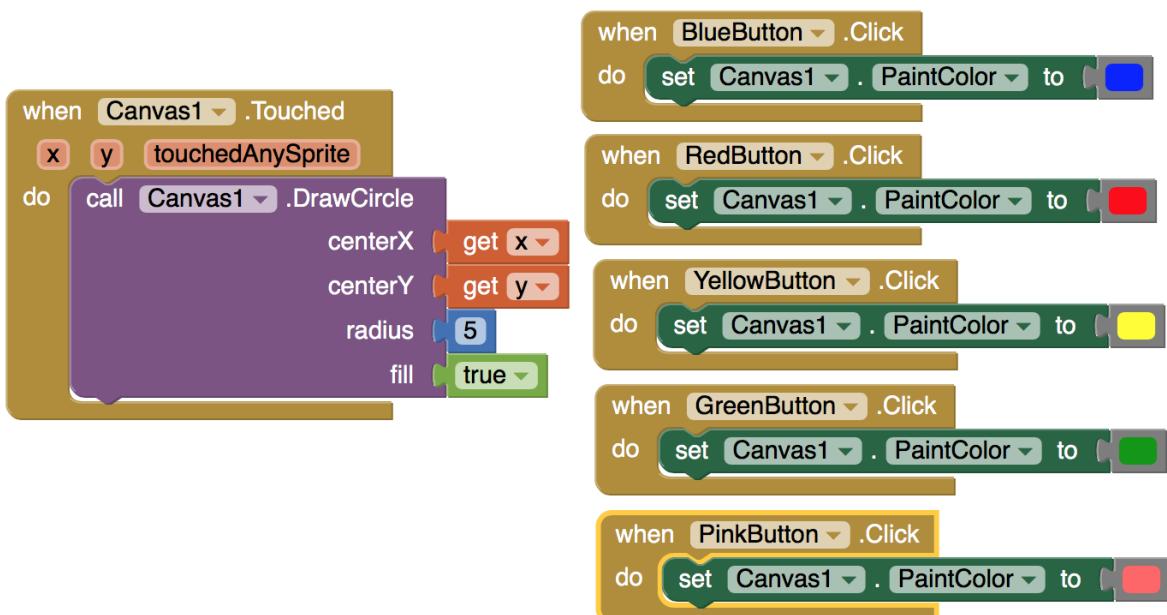
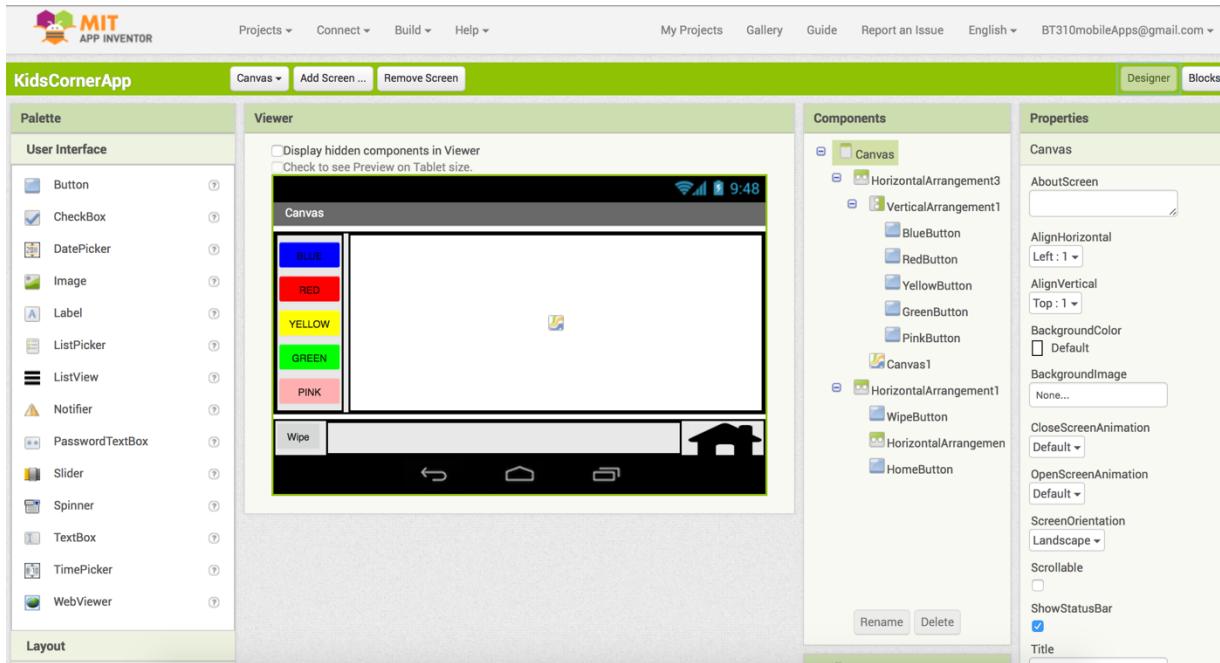
when DotsButton .Click
do open another screen screenName " ConnectTheDots "

when CanvasButton .Click
do open another screen screenName " Canvas "

when ColoringButton .Click
do open another screen screenName " (Coloring) "

```

Drawing Canvas:



```

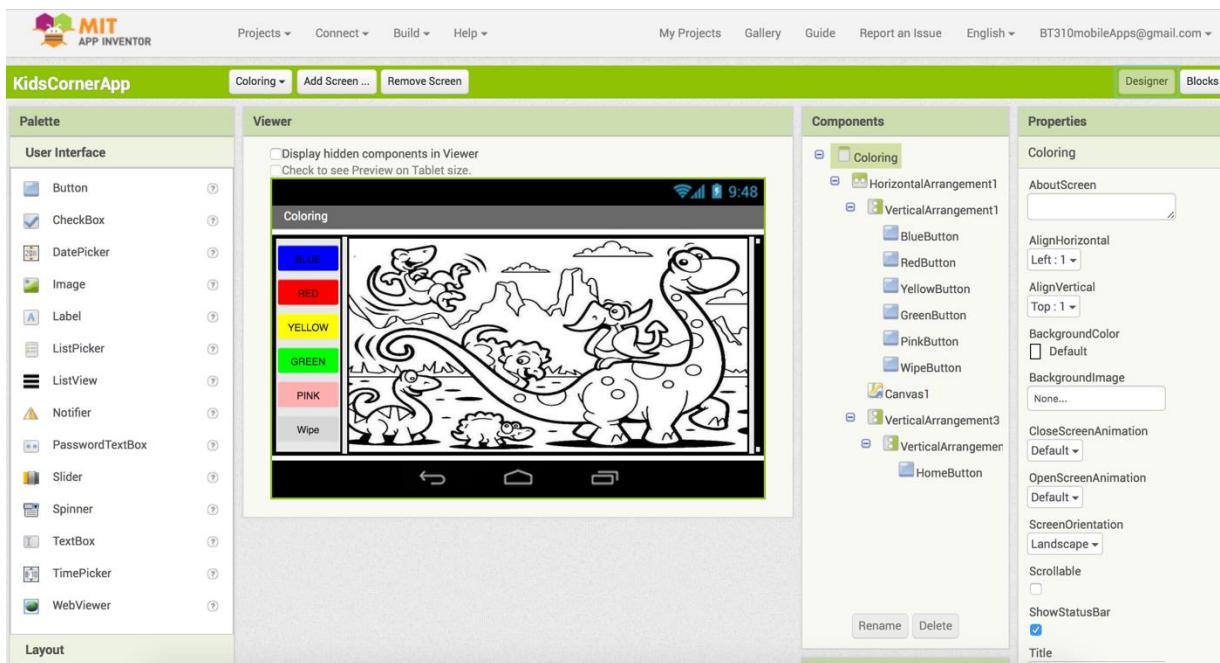
when WipeButton .Click
do call Canvas1 .Clear

when HomeButton .Click
do open another screen screenName "Screen1"

when Canvas1 .Dragged
startX startY prevX prevY currentX currentY draggedAnySprite
do call Canvas1 .DrawLine
    x1 get prevX
    y1 get prevY
    x2 get currentX
    y2 get currentY

```

Coloring:



```

when Canvas1 .Dragged
  startX startY prevX prevY currentX currentY draggedAnySprite
do call Canvas1 .DrawLine
  x1 get prevX
  y1 get prevY
  x2 get currentX
  y2 get currentY

```

```

when Canvas1 .Touched
  x y touchedAnySprite
do call Canvas1 .DrawCircle
  centerX get x
  centerY get y
  radius 5
  fill true

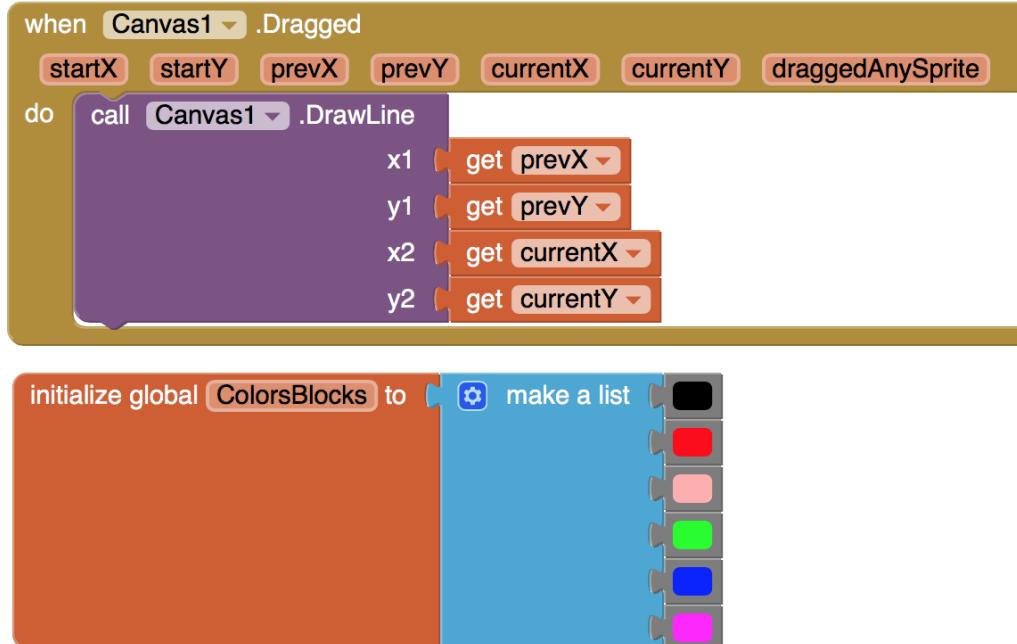
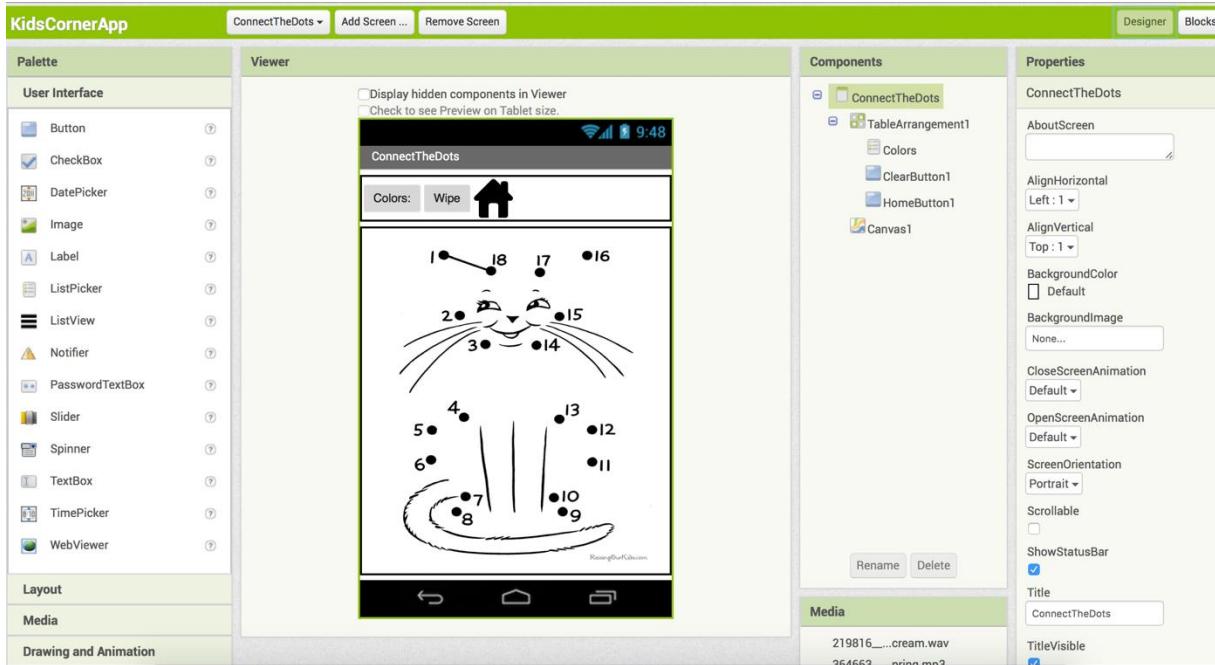
```

```

when BlueButton .Click
do set Canvas1 . PaintColor to blue
when RedButton .Click
do set Canvas1 . PaintColor to red
when YellowButton .Click
do set Canvas1 . PaintColor to yellow
when HomeButton .Click
do open another screen screenName "Screen1"
when GreenButton .Click
do set Canvas1 . PaintColor to green
when PinkButton .Click
do set Canvas1 . PaintColor to pink
when WipeButton .Click
do call Canvas1 .Clear

```

Connect the Dots:



```

when ClearButton1 .Click
do call Canvas1 .Clear

```

```

when Colors .AfterPicking
do set Canvas1 .PaintColor to select list item list get global ColorsBlocks
index Colors .SelectionIndex

```

```

when HomeButton1 .Click
do open another screen screenName " Screen1 "

```

Soccer:



```

when [SoccerBallImageSprite1 .Flung]
  [x] [y] [speed] [heading] [xvel] [yvel]
do set [SoccerBallImageSprite1 . Heading] to [get heading]
  set [SoccerBallImageSprite1 . Speed] to [get speed × 8]
when [Clock1 .Timer]
do set [NetImageSprite2 . X] to [random integer from 0 to 300]
  if [SoccerBallImageSprite1 . Speed > 0.5]
    then set [SoccerBallImageSprite1 . Speed] to [SoccerBallImageSprite1 . Speed - 0.5]
  else set [SoccerBallImageSprite1 . Speed] to [0]

```

```

when [SoccerBallImageSprite1 .CollidedWith]
  [other]
do if [get other = NetImageSprite2]
  then set [ScoreLabelCount2 . Text] to [ScoreLabelCount2 . Text + 1]
        set [SoccerBallImageSprite1 . X] to [SoccerBallImageSprite2 . X]
        set [SoccerBallImageSprite1 . Y] to [SoccerBallImageSprite2 . Y]
        set [SoccerBallImageSprite1 . Speed] to [0]

```

```

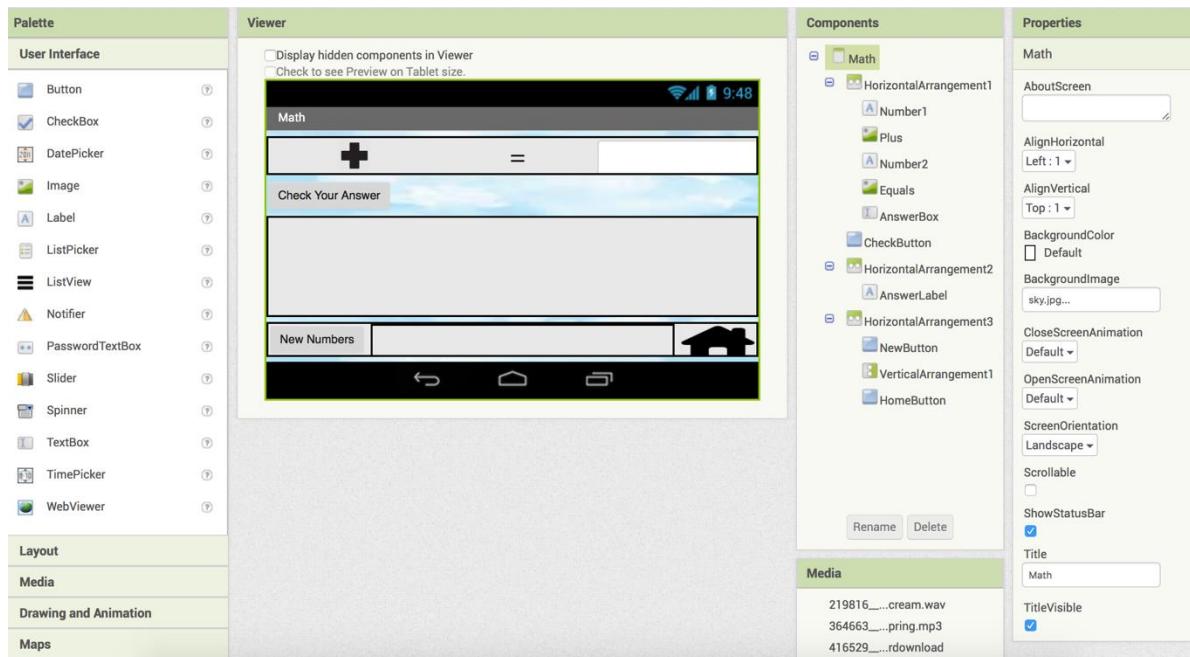
when SoccerBallImageSprite1 .EdgeReached
  edge
  do set SoccerBallImageSprite1 . Speed to 0
    set SoccerBallImageSprite1 . X to SoccerBallImageSprite2 . X
    set SoccerBallImageSprite1 . Y to SoccerBallImageSprite2 . Y

when ResetButton1 .Click
  do set SoccerBallImageSprite1 . Speed to 0
    set ScoreLabelCount2 . Text to 0
    set SoccerBallImageSprite1 . X to SoccerBallImageSprite2 . X
    set SoccerBallImageSprite1 . Y to SoccerBallImageSprite2 . Y

when HomeButton .Click
  do open another screen screenName "Screen1"

```

Math Game:



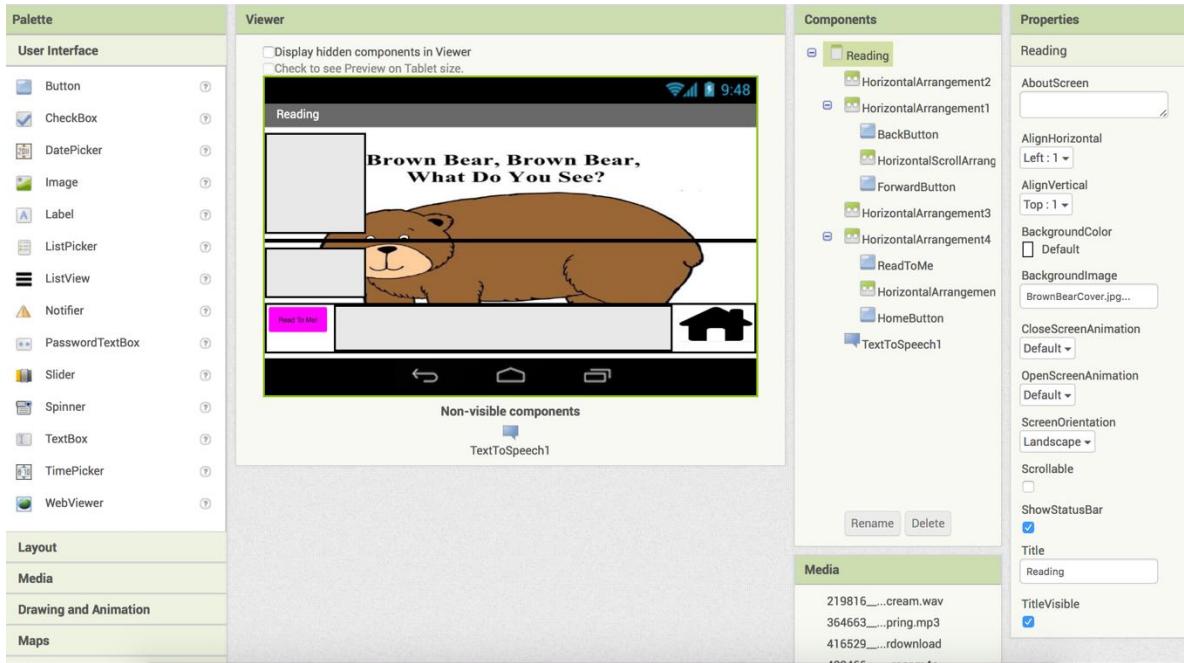
```
when Math .Initialize
do set Number1 .Text to random integer from 1 to 10
   set Number2 .Text to random integer from 1 to 10
```

```
when CheckButton .Click
do if AnswerBox .Text = Number1 .Text + Number2 .Text
  then set AnswerLabel .Visible to true
       set AnswerLabel .Text to " You're Right! "
       set AnswerLabel .TextColor to green
       set Number1 .Text to random integer from 1 to 10
       set Number2 .Text to random integer from 1 to 10
       set AnswerBox .Text to " "
  else set AnswerLabel .Visible to true
       set AnswerLabel .Text to " Try again "
       set AnswerLabel .TextColor to red
```

```
when NewButton .Click
do set Number1 .Text to random integer from 1 to 10
   set Number2 .Text to random integer from 1 to 10
   set AnswerLabel .Visible to false
   set AnswerBox .Text to " "
```

```
when HomeButton .Click
do open another screen screenName " Screen1 "
```

Reading:



```

when Reading .Initialize
do set global Counter to 0
when HomeButton .Click
do open another screen screenName " Screen1 "

```

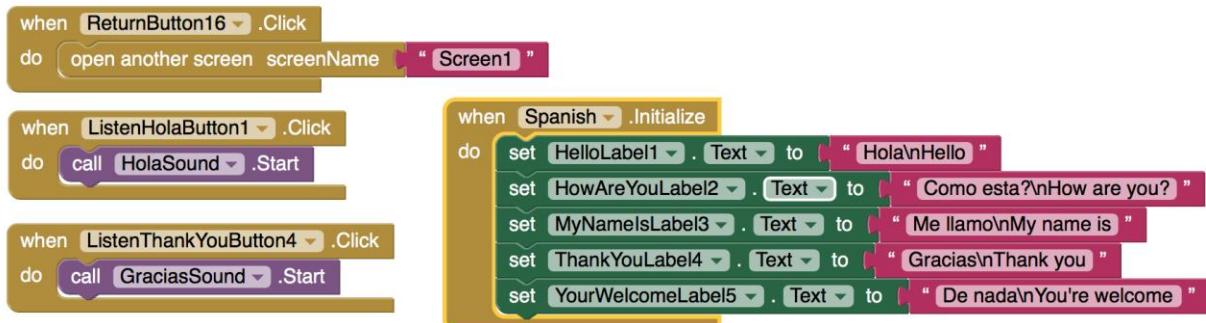
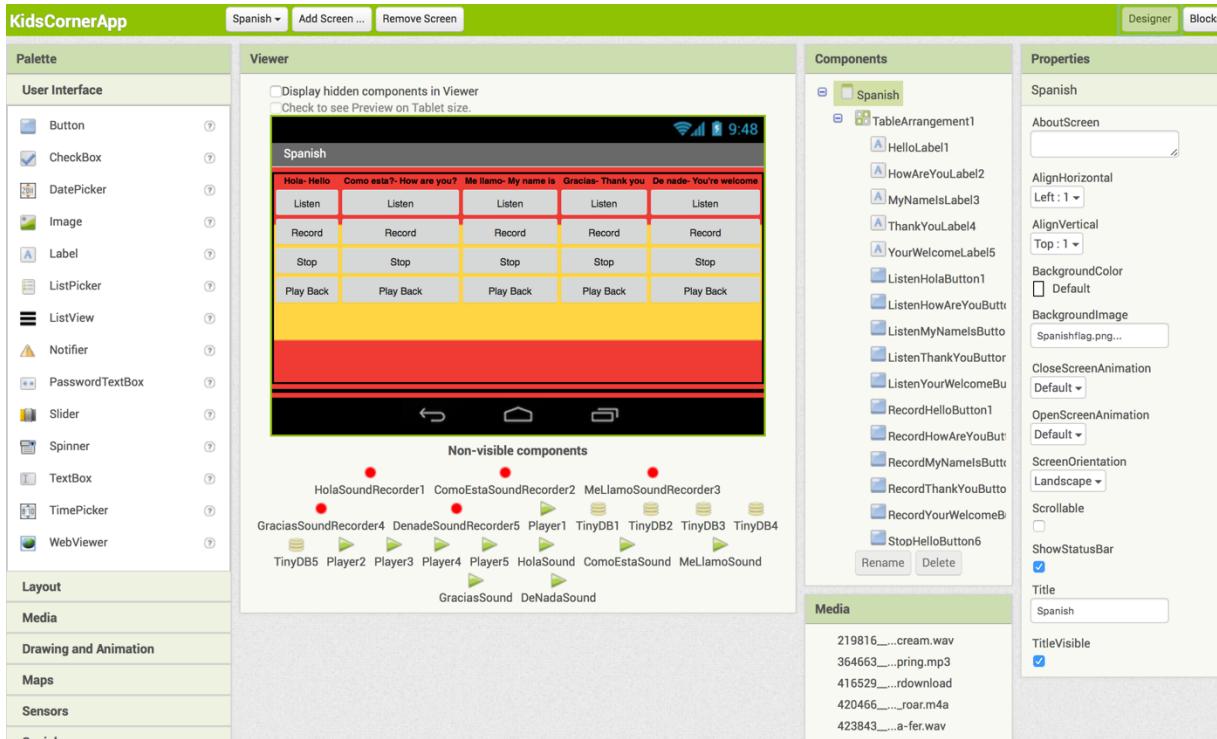
User tapped and released the button.

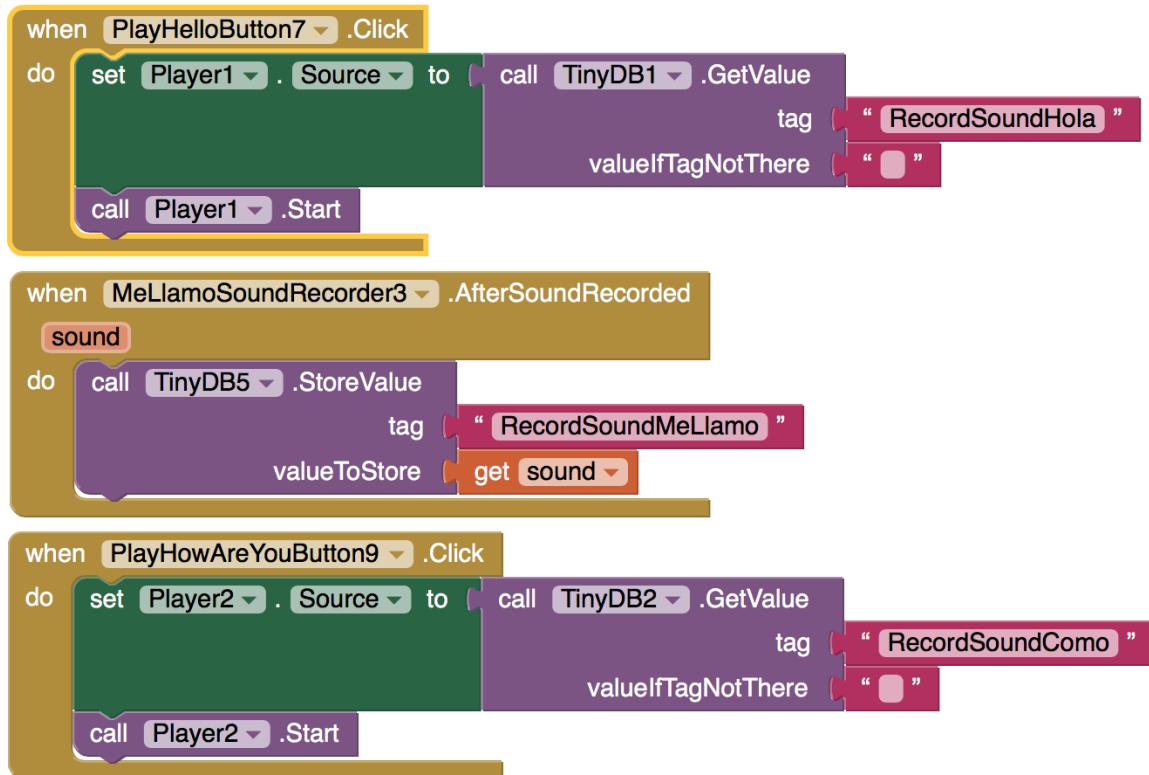
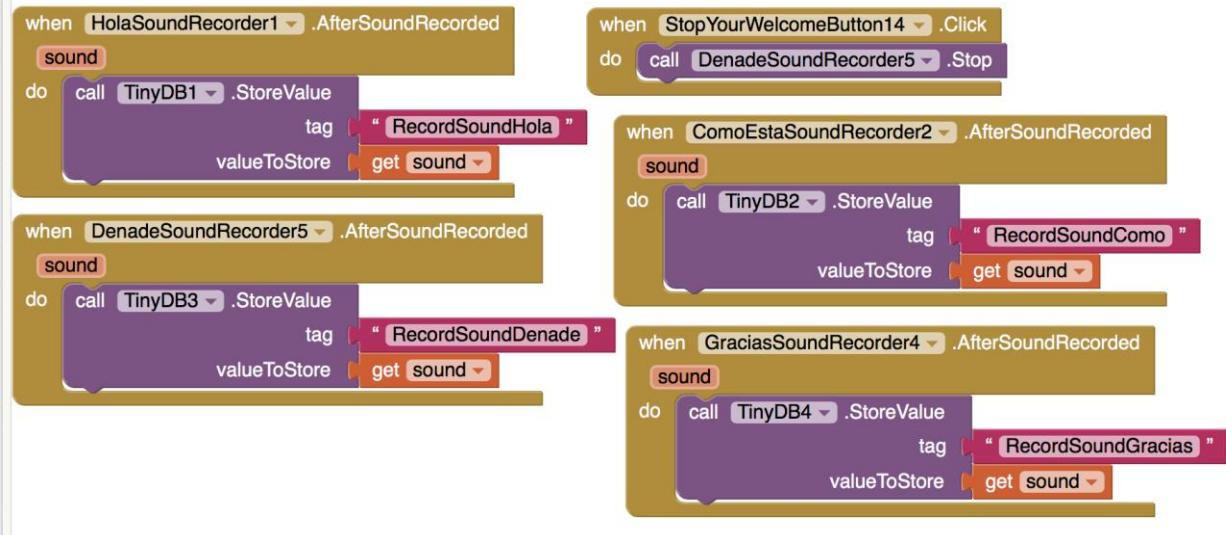
```
when ForwardButton .Click
do
  if get global Counter = 0
    then set Reading . BackgroundImage to "Page1.jpg"
        set global Counter to 1
  else if get global Counter = 1
    then set Reading . BackgroundImage to "Page2.jpg"
        set global Counter to 2
  else if get global Counter = 2
    then set Reading . BackgroundImage to "Page3.jpg"
        set global Counter to 3
  else if get global Counter = 3
    then set Reading . BackgroundImage to "Page4.jpg"
        set global Counter to 4
  else if get global Counter = 4
    then set Reading . BackgroundImage to "Page5.jpg"
        set global Counter to 5
  else
    set Reading . BackgroundImage to "Page6.jpg"
        set global Counter to 6
```

```
when [BackButton] .Click
do
  if [get global Counter] = 1
    then [set Reading . BackgroundImage to "BrownBearCover.jpg"]
        [set global Counter to 0]
  else if [get global Counter] = 2
    then [set Reading . BackgroundImage to "Page1.jpg"]
        [set global Counter to 1]
  else if [get global Counter] = 3
    then [set Reading . BackgroundImage to "Page2.jpg"]
        [set global Counter to 2]
  else if [get global Counter] = 4
    then [set Reading . BackgroundImage to "Page3.jpg"]
        [set global Counter to 3]
  else if [get global Counter] = 5
    then [set Reading . BackgroundImage to "Page4.jpg"]
        [set global Counter to 4]
  else if [get global Counter] = 6
    then [set Reading . BackgroundImage to "Page5.jpg"]
        [set global Counter to 5]
```

```
when ReadToMe .Click
do
  if get global Counter = 1
    then call TextToSpeech1 .Speak
        message " Brown Bear, Brown Bear, What do you see? I see ... "
  else if get global Counter = 2
    then call TextToSpeech1 .Speak
        message " Yellow duck, yellow duck, What do you see. I see... "
  else if get global Counter = 3
    then call TextToSpeech1 .Speak
        message " Green frog, green frog, What do you see? I see a... "
  else if get global Counter = 4
    then call TextToSpeech1 .Speak
        message " White dog, white dog, What do you see? I see a b... "
  else if get global Counter = 5
    then call TextToSpeech1 .Speak
        message " Goldfish, Goldfish, What do you see? I see a tea... "
  else if get global Counter = 6
    then call TextToSpeech1 .Speak
        message " Children, Children, What do you see? We see a br... "
  else
    call TextToSpeech1 .Speak
        message " Brown bear, brown bear, what do you see? "
```

Spanish:





```

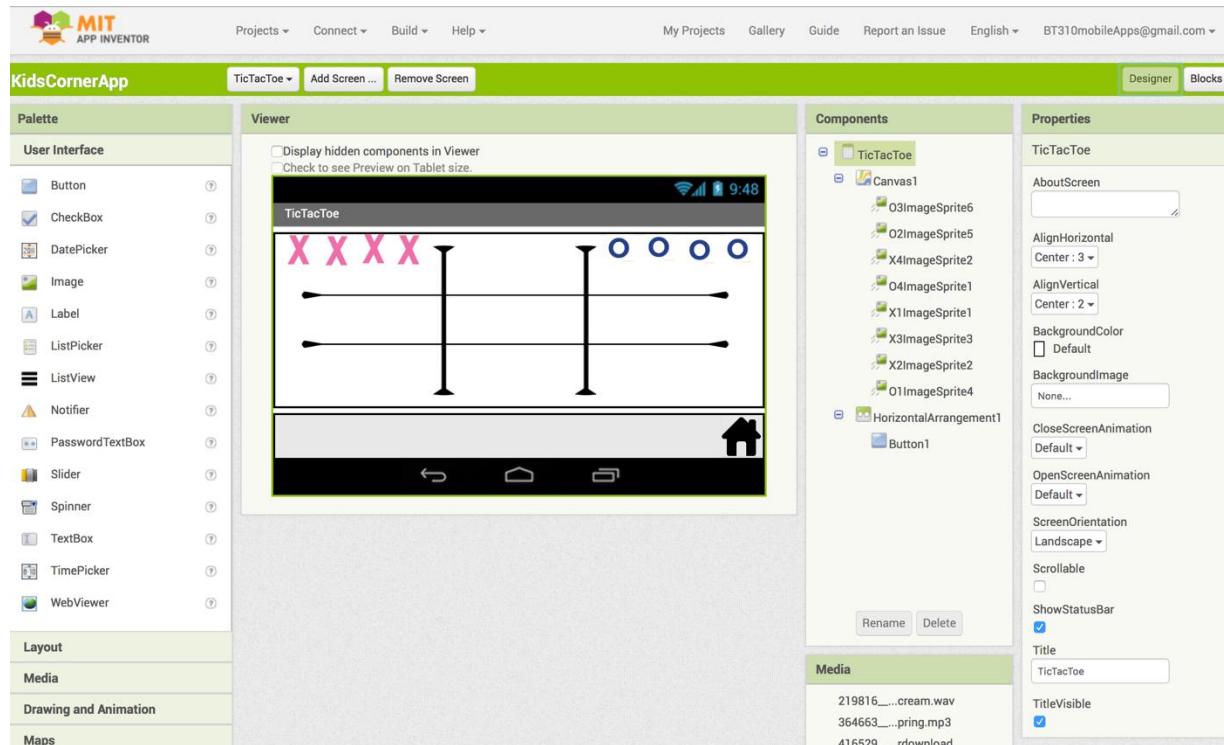
when PlayMyNameButton11 .Click
do set Player5 . Source to call TinyDB5 .GetValue
tag "RecordSoundMeLlamo"
valueIfTagNotThere " "
call Player5 .Start

when PlayYourWelcomeButton15 .Click
do set Player3 . Source to call TinyDB3 .GetValue
tag "RecordSoundDenade"
valueIfTagNotThere " "
call Player3 .Start

when PlayThankYouButton13 .Click
do set Player4 . Source to call TinyDB4 .GetValue
tag "RecordSoundGracias"
valueIfTagNotThere " "
call Player4 .Start

```

Tic Tac Toe:



```
when Button1 .Click
do open another screen screenName " Screen1 "

when O4ImageSprite1 .Dragged
do if get global CurrentISP = O4ImageSprite1
then call O4ImageSprite1 .MoveTo
    x get currentX
    y get currentY

when X1ImageSprite1 .Dragged
do if get global CurrentISP = X1ImageSprite1
then call X1ImageSprite1 .MoveTo
    x get currentX
    y get currentY
```

```
when X4ImageSprite2 .Dragged
  startX startY prevX prevY currentX currentY
do if get global CurrentISP = X4ImageSprite2
  then call X4ImageSprite2 .MoveTo
    x get currentX
    y get currentY
```

```
when X3ImageSprite3 .Dragged
  startX startY prevX prevY currentX currentY
do if get global CurrentISP = X3ImageSprite3
  then call X3ImageSprite3 .MoveTo
    x get currentX
    y get currentY
```

```
when X2ImageSprite2 .Dragged
  startX startY prevX prevY currentX currentY
do if get global CurrentISP = X2ImageSprite2
then call X2ImageSprite2 .MoveTo
  x get currentX
  y get currentY
```

```
when O3ImageSprite6 .Dragged
  startX startY prevX prevY currentX currentY
do if get global CurrentISP = O3ImageSprite6
then call O3ImageSprite6 .MoveTo
  x get currentX
  y get currentY
```

```

when O1ImageSprite4 .Dragged
  startX startY prevX prevY currentX currentY
  do if get global CurrentISP = O1ImageSprite4
    then call O1ImageSprite4 .MoveTo
      x get currentX
      y get currentY

```

```

when O2ImageSprite5 .Dragged
  startX startY prevX prevY currentX currentY
  do if get global CurrentISP = O2ImageSprite5
    then call O2ImageSprite5 .MoveTo
      x get currentX
      y get currentY

```

```

initialize global CurrentISP to " "
when O1ImageSprite4 .TouchDown
  x y
  do set global CurrentISP to O1ImageSprite4

```

```

when X1ImageSprite1 .TouchDown
  x y
  do set global CurrentISP to X1ImageSprite1

```

```

when O2ImageSprite5 .TouchDown
  x y
  do set global CurrentISP to O2ImageSprite5

```

```

when X2ImageSprite2 .TouchDown
  x y
  do set global CurrentISP to X2ImageSprite2

```

```

when O3ImageSprite6 .TouchDown
  x y
  do set global CurrentISP to O3ImageSprite6

```

```

when X3ImageSprite3 .TouchDown
  x y
  do set global CurrentISP to X3ImageSprite3

```

```

when X4ImageSprite2 .TouchDown
  x y
  do set global CurrentISP to X4ImageSprite2

```

```

when O4ImageSprite1 .TouchDown
  x y
  do set global CurrentISP to O4ImageSprite1

```