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set variable english to finnish as empty dictionary
set value of english to finnish at key i as minä
set value of english to finnish at key you as sinä
set value of english to finnish at key social as sosiaalinen
set value of english to finnish at key science as tiede
set value of english to finnish at key needs as tarvitsee
set value of english to finnish at key programming as ohjelmointi
set value of english to finnish at key skills as taidot
set variable sentence to translate as social science needs programming skills
set variable translated sentence as ""
for each word in sentence to translate separated by spaces
  set variable translated word as value of english to finnish at key word
  set variable translated sentence as translated sentence + ' ' + translated word
print sentence to translate in Finnish is translated sentence
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The image shows a Scratch script for translating a sentence from English to Finnish. It starts by creating an empty dictionary named 'english to finnish'. Then, it sets values for several keys: 'i' to 'minä', 'you' to 'sinä', 'social' to 'sosiaalinen', 'science' to 'tiede', 'needs' to 'tarvitsee', 'programming' to 'ohjelmointi', and 'skills' to 'taidot'. Next, it sets a variable 'sentence to translate' to the string 'social science needs programming skills' and another variable 'translated sentence' to an empty string. A loop 'for each word in sentence to translate separated by spaces' follows. Inside the loop, it sets 'translated word' to the value of 'english to finnish' at key 'word', and then appends 'translated word' to 'translated sentence' with a space in between. Finally, it prints 'sentence to translate in Finnish is translated sentence'.