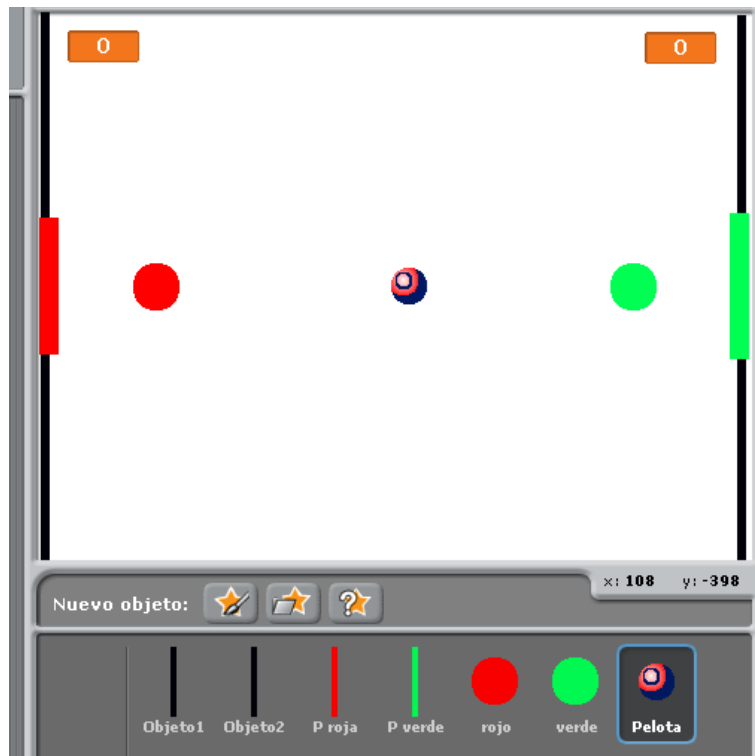
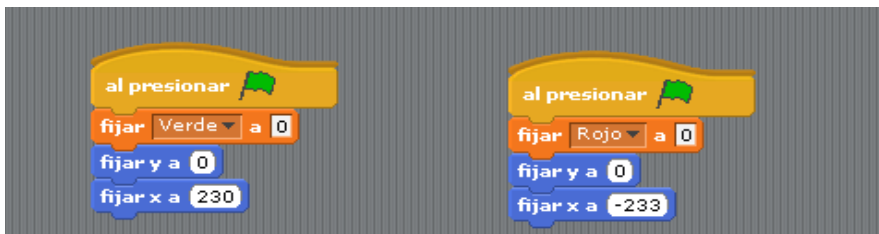


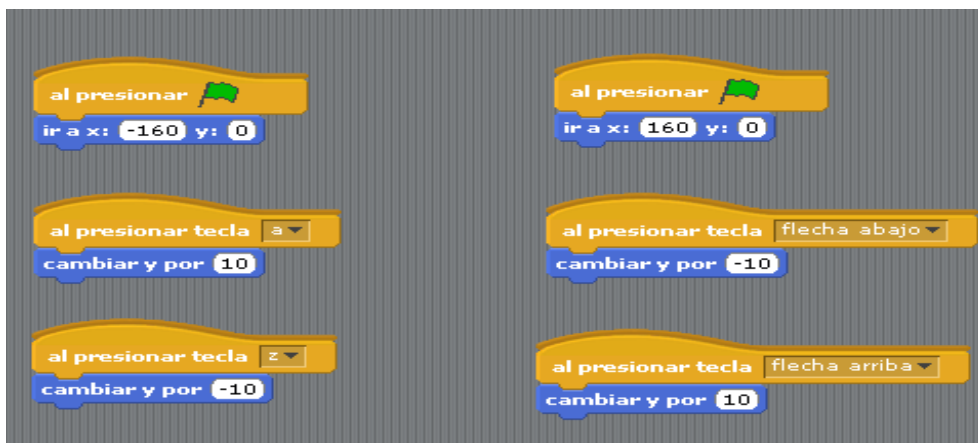
AIR HOCKEY



Programar las porterías



Programar los porteros



Programar la pelota

The image displays six Scratch code blocks arranged in two columns. Each block starts with an 'al presionar' (when green flag clicked) event.

Top-left block: Shows a sequence of actions: 'mostrar' (show), 'ir a x: 0 y: 0' (go to x: 0 y: 0), 'apuntar en dirección 90' (point in direction 90), and a 'por siempre' (forever) loop containing 'mover 10 pasos' (move 10 steps) and 'rebotar si está tocando un borde' (bounce if touching a border).

Middle-left block: Starts with a 'por siempre si ¿tocando rojo?' (forever if touching red?) loop. Inside the loop, it contains 'apuntar en dirección 90' (point in direction 90) and 'girar número al azar entre -15 y 15 grados' (rotate random number between -15 and 15 degrees).

Bottom-left block: Starts with a 'por siempre si ¿tocando verde?' (forever if touching green?) loop. Inside the loop, it contains 'apuntar en dirección -90' (point in direction -90) and 'girar número al azar entre -15 y 15 grados' (rotate random number between -15 and 15 degrees).

Top-right block: Starts with a 'por siempre si ¿tocando P roja?' (forever if touching P roja?) loop. Inside the loop, it contains 'cambiar Rojo por 1' (change Rojo by 1), 'esconder' (hide), 'esperar 1 segundos' (wait 1 seconds), 'mostrar' (show), and 'ir a x: 0 y: 0' (go to x: 0 y: 0).

Bottom-right block: Starts with a 'por siempre si ¿tocando P verde?' (forever if touching P verde?) loop. Inside the loop, it contains 'cambiar Verde por 1' (change Verde by 1), 'esconder' (hide), 'esperar 1 segundos' (wait 1 seconds), 'mostrar' (show), and 'ir a x: 0 y: 0' (go to x: 0 y: 0).