

H1:

```
this.magicSpoon turn RIGHT, 2.0, asSeenBy this.cauldron, duration 5.0 add detail
```

H2:

```
this.witch say "Abrakadabra", duration 2.0 add detail  
this.magicSpoon turn RIGHT, 2.0, asSeenBy this.cauldron, duration 5.0 add detail  
this.dragonBaby setOpacity 1.0 add detail  
this.dragonBaby think "Mama?" add detail  
this.witch Party
```

H3:

```
do together  
this.witch say "Lass uns die Welt retten, Kleiner!" add detail  
this.witch moveTo this.dragonBaby add detail  
this.witch setVehicle this.dragonBaby
```

H4:

```
do together  
this.humvee move FORWARD, 2.0 add detail  
this.humvee getBackWheels turn FORWARD, 2.0 add detail  
this.humvee getFrontRightWheel turn FORWARD, 2.0 add detail  
this.humvee getFrontLeftWheel turn FORWARD, 2.0 add detail
```

H5:

The image displays four distinct blocks of Scratch code, each enclosed in a light blue rounded rectangle. Each block begins with a 'do together' label. The first block contains six sequential actions: moving forward by 0.5 units, then turning right by 0.125 units, followed by turning right by 0.125 units, turning forward by 0.08 units, turning backward by 0.08 units, and finally turning forward by 0.08 units. The second block contains two actions: moving forward by 0.5 units and straightening out joints. The third block contains six sequential actions: moving forward by 0.5 units, turning left by 0.125 units, turning left by 0.125 units, turning backward by 0.08 units, turning forward by 0.08 units, and turning forward by 0.08 units. The fourth block contains two actions: moving forward by 0.5 units and straightening out joints. Each action block includes a dropdown menu for the object (set to 'this.teenPerson'), a dropdown for the action name, a dropdown for the direction or value, and an 'add detail' button.

```
do together  
  this.teenPerson move FORWARD , 0.5 add detail  
  this.teenPerson getRightShoulder turn RIGHT , 0.125 add detail  
  this.teenPerson getLeftShoulder turn RIGHT , 0.125 add detail  
  this.teenPerson getLeftHip turn FORWARD , 0.08 add detail  
  this.teenPerson getRightHip turn BACKWARD , 0.08 add detail  
  this.teenPerson getRightKnee turn FORWARD , 0.08 add detail  
do together  
  this.teenPerson move FORWARD , 0.5 add detail  
  this.teenPerson straightenOutJoints add detail  
do together  
  this.teenPerson move FORWARD , 0.5 add detail  
  this.teenPerson getRightShoulder turn LEFT , 0.125 add detail  
  this.teenPerson getLeftShoulder turn LEFT , 0.125 add detail  
  this.teenPerson getLeftHip turn BACKWARD , 0.08 add detail  
  this.teenPerson getRightHip turn FORWARD , 0.08 add detail  
  this.teenPerson getLeftKnee turn FORWARD , 0.08 add detail  
do together  
  this.teenPerson move FORWARD , 0.5 add detail  
  this.teenPerson straightenOutJoints add detail
```