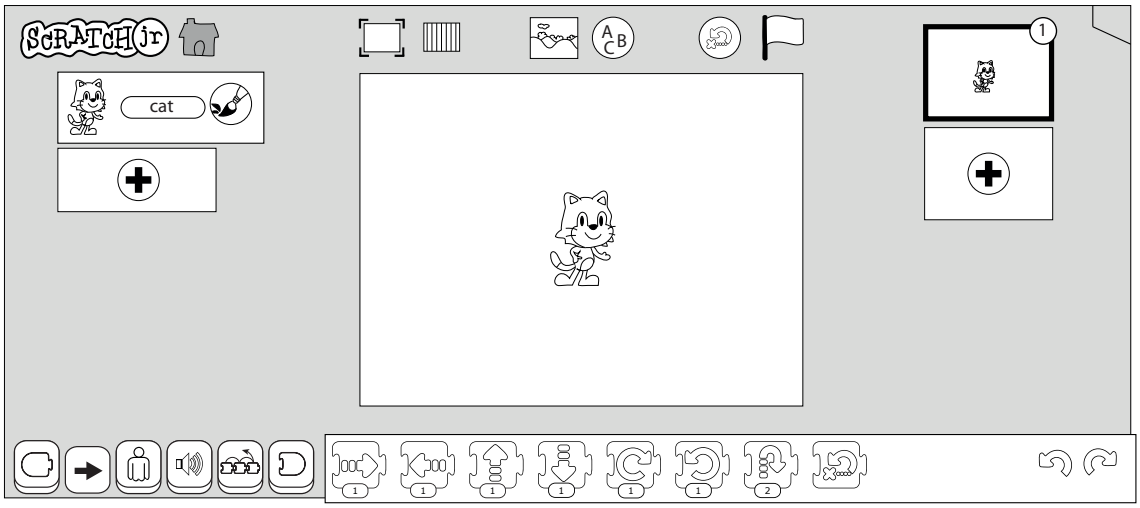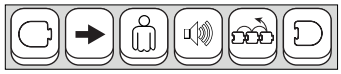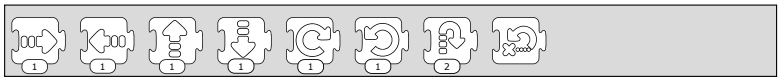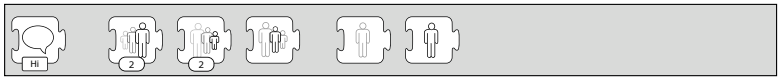FICHE 21
L'écran de programmation de *Scratch Junior*