

Introduction to the Scratch Environment

The image shows the Scratch 1.3 interface with several callout boxes explaining different parts:

- Script Commands:** Points to the Scripts area on the left.
- File Options:** Lists New File, Open existing file, Save file, Save As, and Share file online, pointing to the top menu bar.
- Get the last thing done deleted:** Points to the Undo button.
- Change the Language:** Points to the Language dropdown menu.
- Move sprite:** Lists Duplicate sprite, Delete sprite, Grow Sprite, and Shrink Sprite, pointing to the top right toolbar.
- Start Flag & Stop Button:** Points to the green flag and red stop buttons in the top right.
- Sprite name:** Points to the 'Sprite 1' label in the top center.
- Record or import sounds:** Points to the 'Sounds' tab.
- Paint or import sprite costumes:** Points to the 'Costumes' tab.
- Alignment Options:** Lists Can rotate, Only face left-right, and Don't rotate, pointing to the rotation controls in the Scripts area.
- Script Area:** Points to the main area where code blocks are placed.
- Default sprite:** Points to the cat sprite on the stage.
- Enter Presentation mode:** Points to the presentation mode button at the bottom.
- XY co-ordinate position of the mouse:** Points to the mouse coordinates (x: -711, y: 26) at the bottom right.
- Switch to Stage options:** Points to the 'Stage' button at the bottom.
- This is the selected sprite:** Points to the 'Sprite 1' button in the bottom toolbar.
- Sprite Options:** Lists Paint new sprite, Choose new sprite from file, and Get surprise sprite, pointing to the bottom right toolbar.