INTRODUCING SCRATCH

There are five main areas in the Scratch environment: Menu, Stage, Sprite panel, Backdrop panel and Resources panel (with scripts, costume and sound areas)

Resources Panel

Main Menu

Stage

Scripts area

Costume area

Sound area

Duplicate/delete/ grow/reduce/help

Fullscreen | Name of Project | Start/Stop

coordinates

gallery/editor/ upload/camera

information

gallery/editor/ upload/camera

Sprite panel

Backdrop panel

Name of Sprite

x: 0   y: 0   direction: 90°

rotation style:

can drag in player:

show:

Co-ordinates

Direction/ rotation style

1