

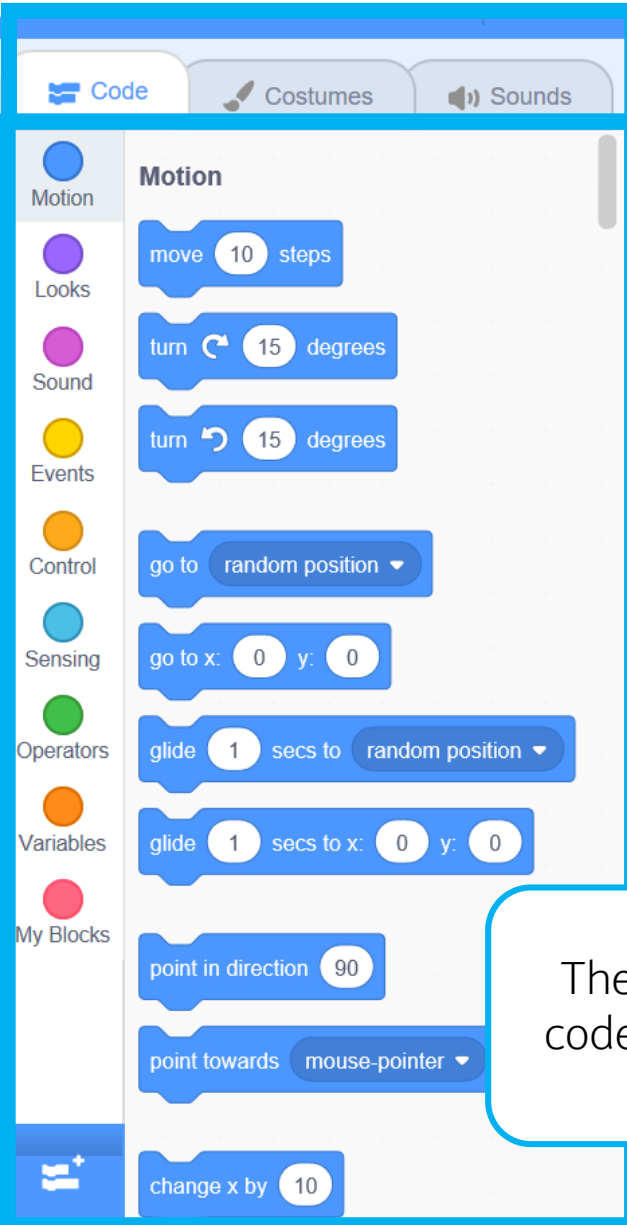
Switch between the code screen, costume editor and sound editor.

This is your code space. Drag and drop blocks of code here

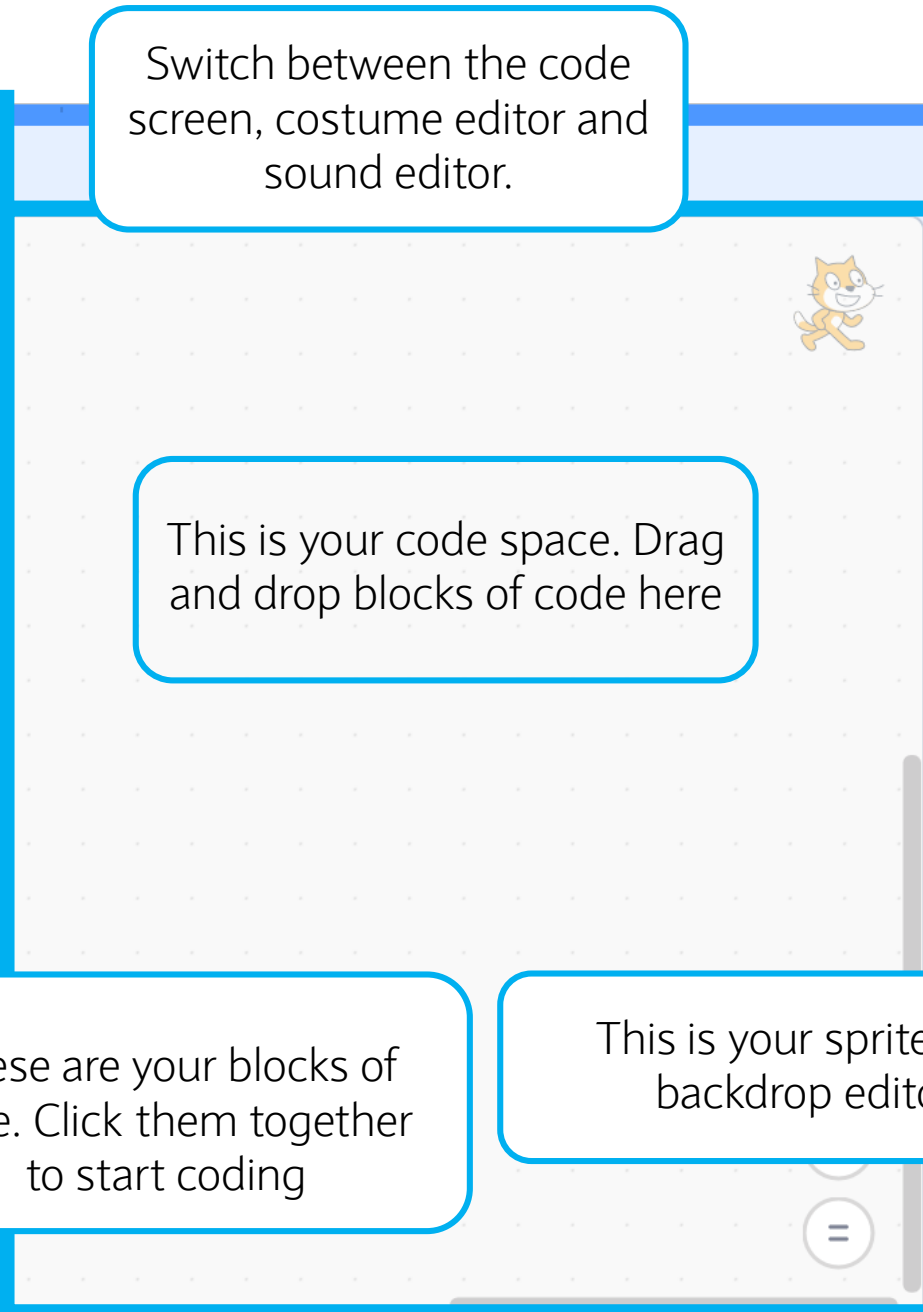
This is your game screen. Your code will play out here

These are your blocks of code. Click them together to start coding

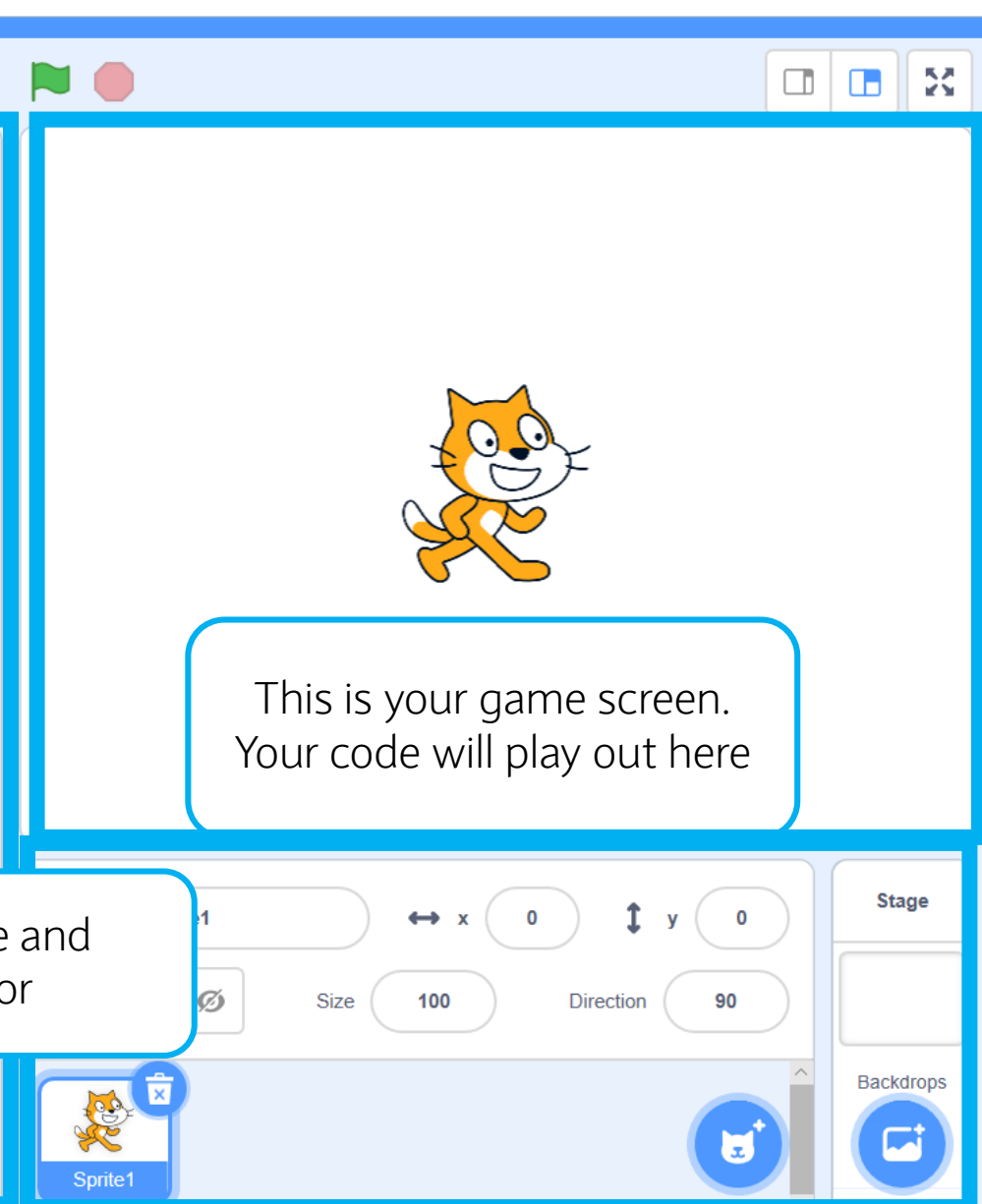
This is your sprite and backdrop editor



The image shows the left sidebar of the Scratch code editor. At the top, there are three tabs: 'Code' (selected), 'Costumes', and 'Sounds'. Below the tabs is a vertical menu with colored circles representing different block categories: Motion (blue), Looks (purple), Sound (pink), Events (yellow), Control (orange), Sensing (light blue), Operators (green), Variables (orange), and My Blocks (red). The main area of the sidebar is titled 'Motion' and contains several blue code blocks: 'move 10 steps', 'turn 15 degrees' (with a counter-clockwise arrow), 'turn 15 degrees' (with a clockwise arrow), 'go to random position', 'go to x: 0 y: 0', 'glide 1 secs to random position', 'glide 1 secs to x: 0 y: 0', 'point in direction 90', 'point towards mouse-pointer', and 'change x by 10'.



The image shows the central code space of the Scratch editor. It features a light gray grid background. At the top right, there is a small Scratch cat icon. A large blue-bordered text box is centered on the grid, containing the text: 'This is your code space. Drag and drop blocks of code here'. At the bottom center, there is a small blue-bordered text box containing an equals sign (=).



The image shows the right side of the Scratch editor. At the top, there are three window control icons: a green flag, a red stop sign, and a window icon. Below these is a large white area representing the game screen, which contains a large Scratch cat sprite. A blue-bordered text box is positioned below the game screen, containing the text: 'This is your game screen. Your code will play out here'. At the bottom, there is a 'Sprite and Backdrop Editor' panel. It includes a 'Stage' section with a 'Size' slider set to 100 and a 'Direction' slider set to 90. Below the stage is a 'Backdrops' section with a plus icon. At the very bottom, there is a 'Sprite1' panel with a Scratch cat icon and a trash can icon.