

Scratch interface with numbered annotations:

- 1: Top toolbar (File, Edit, Tips, About)
- 2: Scripts, Costumes, Sounds tabs
- 3: Stage area
- 4: Scratch cat icon
- 5: Green flag icon
- 6: Red stop icon
- 7: Stage area (background)
- 8: Scratch cat sprite
- 9: X: 240 Y: -180 coordinates
- 10: New sprite button
- 11: Sprites list
- 12: Scripts area (Motion, Looks, Sound, Pen, Data, Events, Control, Sensing, Operators, More Blocks)

Scripts area content:

- move 10 steps
- turn 15 degrees
- turn 15 degrees
- point in direction 90°
- point towards
- go to x: 0 y: 0
- go to mouse pointer
- glide 1 secs to x: 0 y: 0
- change x by 10
- set x to 0
- change y by 10
- set y to 0

Stage area content:

- Stage 1 backdrop
- New backdrop:

Watermark: LIVEWORKSHEETS