

Identify the scratch interface

Diagram illustrating the Scratch interface components:

The diagram shows the Scratch interface with three main areas identified by boxes and arrows:

- Script:** The area on the left containing the code editor and the 'Scripts' category in the block palette.
- Stage:** The central area where the script is executed, showing the cat sprite on a grid.
- Sprite:** The area on the right containing the 'Sprites' panel, showing the selected cat sprite and its properties.

Labels below the interface:

- Script
- Stage
- Sprite