

Scratch interface showing a project titled "Untitled: J" with a "Share" button and a "New Project Page" link. The interface includes a "Code" tab, a "Sprites" panel on the left, and a "Stage" panel on the right.

The "Sprites" panel lists various categories: Motion, Looks, Sound, Events, Control, Sensing, Operators, Variables, and My Sprites. The "Motion" category is selected, showing a list of motion blocks including "move", "turn", "go to random position", "go to x y", "glide", "jump to random position", "jump to x y", "jump to direction", "jump towards mouse pointer", "change x by", "set x to", "change y by", "set y to", "if on edge bounce", and "set rotation style".

The "Stage" panel shows a "Sprite" dropdown set to "Sprite1", a "Show" button, a "Size" slider set to 100, a "Direction" slider set to 90, and a "Backdrops" section with a "Backdrops" button.

The main workspace contains several hand-drawn rectangular boxes and a Scratch cat sprite. The boxes are connected by lines, suggesting a flowchart or a sequence of actions. The Scratch cat sprite is positioned in the top right corner of the workspace.

The "LIVEWORKSHEETS" logo is visible in the bottom right corner of the interface.