

Scratch interface showing a cat sprite in a desert landscape. The interface includes a top bar with 'Scratch', 'File', 'Edit', 'Untitled-1', 'Share', 'See Community', and 'Give Feedback'. The left sidebar shows 'Blocks' (6), 'Costumes' (3), and 'Sounds' (2). The main workspace displays a cat sprite (1) in a desert scene with a volcano and cacti. The bottom right shows the 'Cat1 Flying' costume (8) and a 'LIVEWORKSHEETS' watermark (9).

The 'Blocks' panel on the left lists the following code blocks:

- Motion
 - move 10 steps
 - go to x: -21 y: 88
 - go to random position
 - glide 1 secs to x: -21 y: 88
 - glide 1 secs to random position
- Operators
 - turn 15 degrees
 - turn 15 degrees
 - point in direction 90
 - point towards mouse-pointer
- Variables
 - change x by 10
 - set x to -21
 - change y by 10

The main workspace shows a cat sprite (1) in a desert scene with a volcano and cacti. The bottom right shows the 'Cat1 Flying' costume (8) and a 'LIVEWORKSHEETS' watermark (9).

The 'Scripts' panel on the right shows the following code blocks:

- when green flag clicked
 - forever loop
 - move 4 steps
 - if x position > 260 then
 - set x to -180