

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 background and stage elements are visible.
- Sprite:** The area on the right containing the sprite editor and the 'Sprites' category in the block palette.