

The image shows the Scratch programming environment with several numbered callouts (1-12) pointing to specific features:

- 1:** The top toolbar containing navigation and editing icons.
- 2:** The category tabs for Scripts, Costumes, and Sounds.
- 3:** The empty stage area where the animation takes place.
- 4:** The Scratch cat sprite on the stage.
- 5:** The 'Run' button (green flag icon).
- 6:** The 'Stop' button (red circle icon).
- 7:** The 'Reset' button (blue square icon).
- 8:** The Scratch cat sprite on the stage.
- 9:** The 'New Sprite' button (lightbulb icon).
- 10:** The 'New Sprite' button (lightbulb icon).
- 11:** The selected Scratch cat sprite in the Sprites panel.
- 12:** The 'Motion' block category in the Scripts panel.

The Scripts panel is open to the 'Motion' category, showing various movement blocks such as 'move 10 steps', 'turn 15 degrees', 'point in direction 90°', 'go to x: 0 y: 0', 'glide 1 secs to x: 0 y: 0', 'change x by 10', 'set x to 0', 'change y by 10', and 'set y to 0'. The Sprites panel shows the 'Sprites' tab with the Scratch cat sprite selected. The Stage panel shows 'Stage 1 backdrop' and 'New backdrop' options.