

Scratch 3 Interface



The image shows the Scratch 3 web interface with several callout boxes pointing to specific features:

- Language**: Points to the language dropdown menu in the top left.
- Save**: Points to the save icon in the top left.
- Project name**: Points to the project name field in the top left.
- Switch view**: Points to the view toggle icons (stage, code, costumes, sounds) in the top left.
- Select blocks**: Points to the code blocks in the main workspace.
- Your code**: Points to the code blocks in the main workspace.
- Zoom**: Points to the zoom in, zoom out, and reset zoom buttons in the bottom right.
- Select sprites**: Points to the sprite selection area in the bottom right.
- Add extensions like the Pen or micro:bit**: Points to the extension icon in the bottom left.
- Full screen**: Points to the full screen icon in the top right.
- Your program runs here**: Points to the stage area.
- Change a sprite**: Points to the sprite selection area in the bottom right.
- Select backdrop**: Points to the backdrop selection area in the bottom right.
- Add a backdrop**: Points to the backdrop selection area in the bottom right.
- Add a sprite**: Points to the add sprite icon in the bottom right.