Scripts area: drag blocks here to describe what each sprite should do

Stage: your scripts run here

Location of the mouse cursor

Starts all scripts that begin with the “when green flag clicked” event block

Make a sprite bigger

Make a sprite smaller

Delete a sprite

Change the current sprite’s looks

Current sprite

Current sprite’s position

note: if there is no sprite displayed here, the scripts in the script area belong to the stage.

Sprites list: add and manage sprites

Manage and change backgrounds

Blocks palette

Open reference and tutorials