

The Scratch Reference Guide contains a documentation file describing its interface in detail. This poster is an 'at a glance' summary of the interface.

The **menu** allows you to do the normal tasks such as save and load programs. The **Share** option allows you to upload your Scratch program to the Scratch web site to be shared with anyone who is interested.

Tabs to change a sprite's properties— sprites have program instructions (scripts), costumes (the way they look) and sound associated with them. The three tabs allow you to set these properties for your current sprite.

- **Scripts** display the **Scripts Area** containing all the instructions for the current sprite (the one you selected).
- **Costumes** allows you to change the appearance of your sprite. A costume can be **Painted**, **Imported** (i.e. loaded from disk) or you can use your computer's webcam to capture an image. Each costume **MUST** have a unique name.
- **Sounds** can be recorded or imported. Each sound **MUST** have a unique name.

Toolbar – Allows you to perform quick actions on your sprite like duplicating it, deleting it, growing and shrinking its size.

Instruction groups (each button leads to a different set of commands)

Information on the current sprite. This shows which sprite you are writing the script for, where it is on the stage and which direction it is facing. The three buttons on the left allow you to control the direction in which the sprite can rotate and which directions it can face.

Blocks Palette– this is where the available instructions for the selected group are displayed.

You use these instructions by dragging them into the **Scripts Area**.

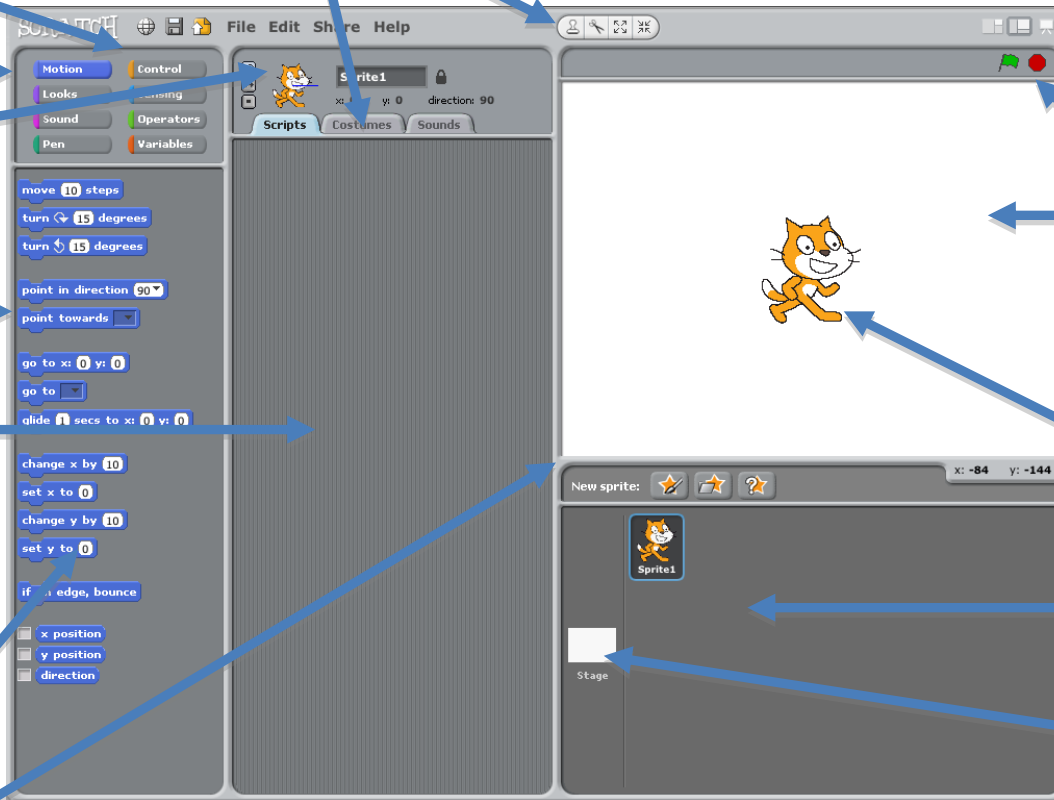
Each program block looks like block of a jigsaw puzzle. Fitting these into each other means that the instructions are joined into a program.

Some program blocks contain a number value, drop-down menu or a pointed hole. This means that the instruction responds to choices you make by changing the value, selecting an item on the list or dragging a comparison block into the hole. Variables can also be dragged into the place of number values.

New Sprites

When you start a new Scratch project, it begins with a single cat sprite. To create new sprites, click on these buttons:

Paint your own costume for a sprite using the Paint Editor.	Select a new sprite.	Get a surprise sprite



Screen Layout options – change the way the screen looks – click on them and try. The last one (that looks like a screen) is presentation mode. It displays the output on a full screen (like a presentation).

The **Run** and **Pause / Stop** icons allow you to run or pause / stop a program by clicking on them.

Stage – this is where all the action takes place.

The Stage is 480 units wide and 360 units tall. It is divided into an x-y grid. The middle of the Stage has an x-coordinate of 0 and a y-coordinate of 0. The X-coordinates are in the range -240 to 240 and the Y-coordinates are in the range -180 to 180.

Sprite – The character you write instructions for.

X and Y coordinates – change as you move the mouse. Help you by showing the coordinates you can use in your program.

Sprite List. This is where you create and manage your sprites. Clicking a sprite here (making it active) changes the middle pane so that you are now working with the scripts, costumes and sounds for the sprite you have selected.

You can also change the properties for the stage if you click on the stage icon on the left hand side of the Sprite List.