



Benutzeroberfläche Scratch 3 (<https://scratch.mit.edu>)

Offline: <https://scratch.mit.edu/download>

The image shows the Scratch 3 web interface with various components labeled in German:

- Bearbeitungselemente für Skripte, Kostüme und Klänge**: Points to the top menu bar (Datei, Bearbeiten, etc.).
- Starten bzw. Stoppen des Programms**: Points to the green flag icon and the red stop button.
- Vollbildmodus**: Points to the full-screen button in the top right.
- Bühne**: Points to the main stage area where the cat sprite is located.
- Eigenschaften der aktuellen Figur**: Points to the 'Figur' (Sprite) panel on the right, showing properties like x, y, size, and direction.
- Aktuelle Figur**: Points to the selected cat sprite in the 'Figur' panel.
- Figur hinzufügen**: Points to the 'Add Sprite' button in the 'Figur' panel.
- Bühne gestalten**: Points to the 'Stage Design' button in the bottom right.
- Figurenbereich**: Points to the 'Figur' panel area.
- Skriptbereich der aktuellen Figur**: Points to the script area of the selected cat sprite, showing a 'When clicked' event block followed by 'move 10 steps', 'say Hello! for 2 seconds', and 'stop all'.
- Skript**: Points to the script area of the selected cat sprite.
- Skriptblöcke**: Points to the 'Scripts' category in the block palette.
- Blockpalette**: Points to the left sidebar containing categories like Bewegung, Aussehen, Klang, etc.
- Spracheinstellung der Oberfläche**: Points to the 'Scratch' logo in the top left.
- Erweiterung für Musik, Stifte, micro:bit, ...**: Points to the 'More Blocks' button at the bottom of the block palette.