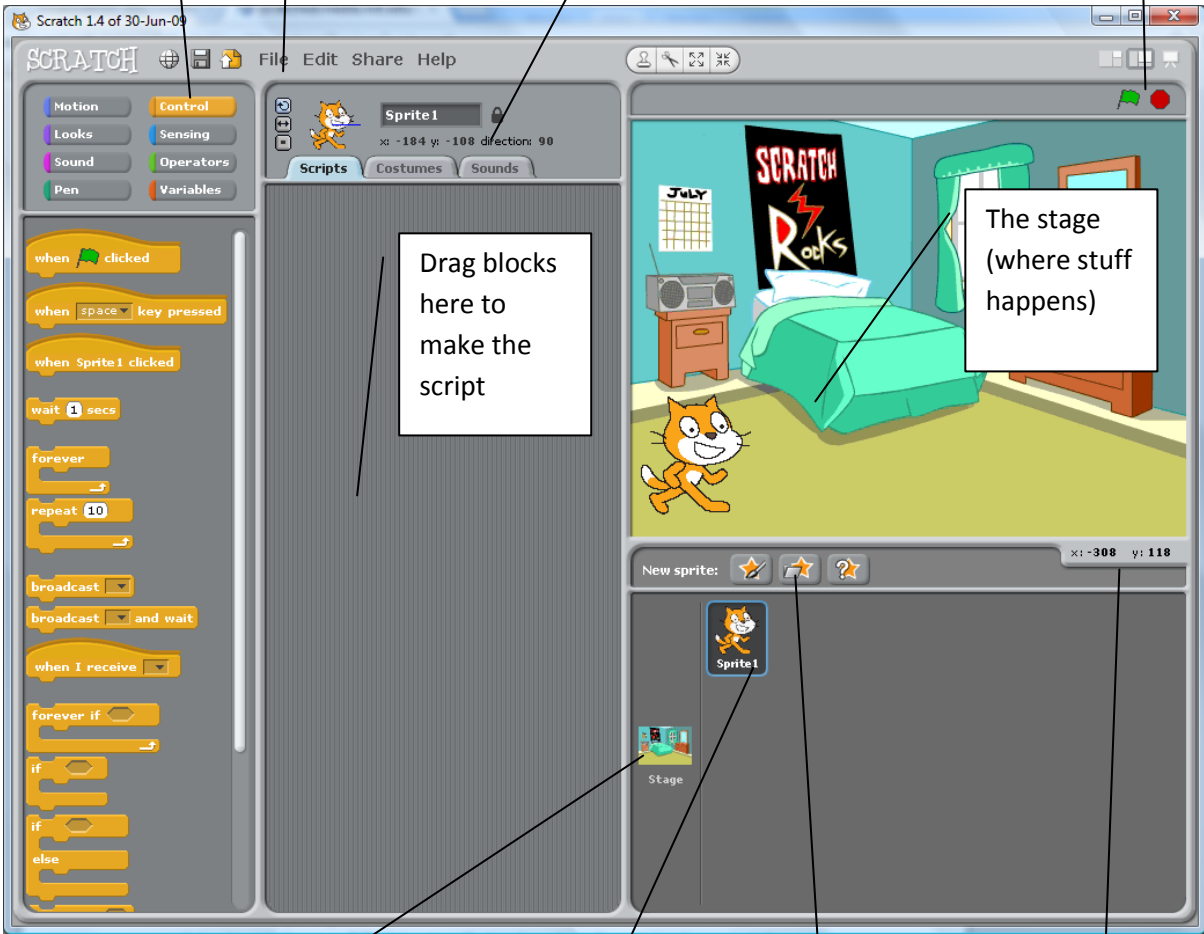# The Scratch User Interface

Click these to change the type of block.

Click these to allow the sprite to rotate or not.

Green flag to run scripts and red octagon to stop

The co-ordinates of the currently selected sprite

Drag blocks here to make the script

The stage (where stuff happens)

Click here to import or edit the stage (background).

Sprites appear here. Click on a sprite to edit its script or change its costume.

These are the mouse co-ordinates.

Use these three icons to get a new sprite.