

## Scratch 2 – mémo de survie 01

The image shows the Scratch 2 Offline Editor interface with several callouts explaining key features:

- Scène :** c'est là que tu vois ce que fait ton programme. (Points to the stage area where the cat sprite is visible.)
- Palettes des scripts :** c'est ici que se trouvent les blocs d'instruction. (Points to the Scripts palette on the right.)
- Aires des scripts :** Ici, tu fais glisser les blocs pour construire ton programme. (Points to the script area where blocks are assembled.)
- Clique ici pour changer de décor !** (Points to the background area at the bottom left.)
- Clique ici pour changer de lutin !** (Points to the Sprites area at the bottom left.)
- N'oublie pas de glisser ces trois blocs avant de commencer ton programme !!!** (Points to a script containing three blocks: 'when green flag clicked', 'go to x: -142 y: 5', and 'stop all').

The screenshot shows the Scratch 2 Offline Editor interface. The stage area displays the Scratch cat sprite. The Scripts palette on the right contains various instruction blocks. The Sprites area at the bottom left shows the current sprite and options to change it. The background area at the bottom left shows the current scene and options to change it. The script area on the right shows a sequence of three blocks: 'when green flag clicked', 'go to x: -142 y: 5', and 'stop all'.