

scratch で使う場所や物の なまえ おぼ 名前を覚えよう

The image shows the Scratch Desktop interface with several key areas highlighted by colored boxes and labeled in Japanese:

- ブロックパレット (Block Palette):** Located on the left side, it contains various code blocks categorized by color and function, such as '動き' (Motion), '見た目' (Looks), 'おと' (Sound), 'イベント' (Events), 'せいぎよ' (Loops), 'しらべる' (Variables), 'えんざん' (Cycles), 'へんすう' (Arithmetic), 'ブロックていぎ' (Control), and 'ペン' (Pen).
- スクリプトエリア (Script Area):** The central workspace where scripts are assembled. A sample script is shown, consisting of a 'が おされたとき' (When green flag clicked) block, a 'ずっと' (Forever loop) block, and a '10 ほごかす' (Say for 10 secs) block.
- ステージ (Stage):** The area where the sprite is displayed. It contains a 'スプライト' (Sprite) label and the Scratch cat character.
- スプライトペイン (スプライトリスト) (Sprite Paint (Sprite List)):** Located at the bottom right, it shows the selected sprite and its properties, including 'x' (2), 'y' (-2), 'おおきさ' (Size: 100), and 'むき' (Direction: 90).