

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), 'せいぎょ' (Control), 'しらべる' (Loops), 'えんざん' (Loops), 'へんする' (Loops), 'ブロックていぎ' (Loops), 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 ほうごかす' (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 (Sprite Paint):** Located at the bottom right, it is used for editing the sprite's appearance. It includes a 'スプライト1' (Sprite1) label and the Scratch cat character.

Additional interface elements include the 'Scratch Desktop' title bar, a menu bar with 'ファイル' (File), 'へんしゅう' (Edit), 'チュートリアル' (Tutorial), and 'Scratchのプロジェクト' (Scratch Project), and a toolbar with 'コード' (Code), 'コスチューム' (Costume), and 'おと' (Sound) tabs.