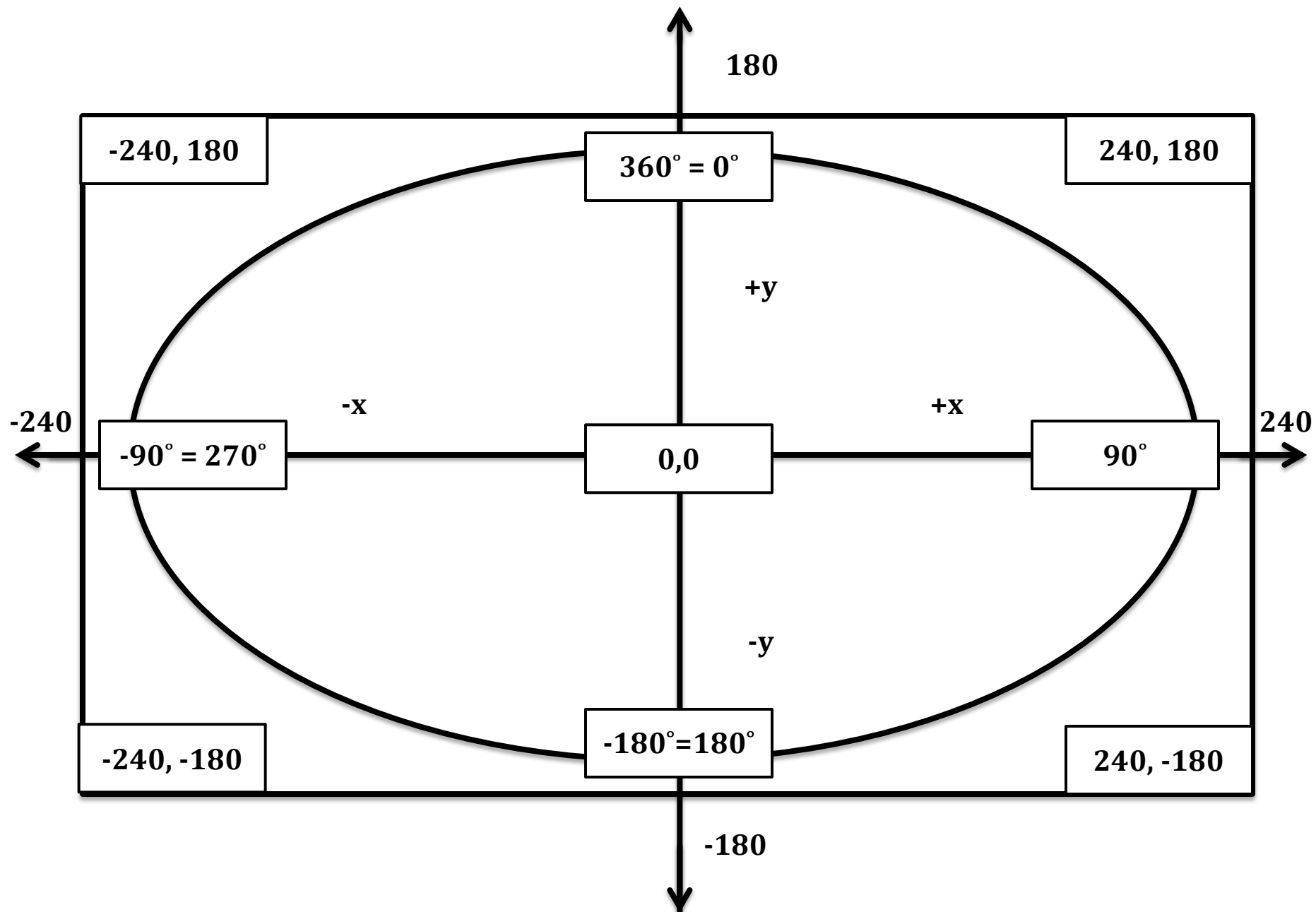


Mapa de Coordenadas de *Scratch*



Change Language

Scratch 2 Offline Editor

Menu Bar

File Edit Tips About

Full Screen

Stage

Mouse Position

Stage backdrops

Sprites

1. Sprite from library

2. Paint new sprite

3. Upload from file

4. New from camera

Sprites list

1. Backdrops from library

2. Paint new backdrop

3. Upload from file

4. New from camera

Scripts

Costumes

Sounds

Motion

Looks

Sound

Pen

Data

Events

Control

Sensing

Operators

More Blocks

1. Duplicate

2. Delete

3. Grow

4. Shrink

5. Help

Programming Block Drawer

Sprite Position

Available Programming Block

Zoom in

Zoom out

The image shows the Scratch 2 Offline Editor interface. At the top is a menu bar with 'File', 'Edit', 'Tips', and 'About'. Below it is a toolbar with icons for 'Full Screen', 'Play', 'Stop', and 'Mouse Position'. The main stage area displays a cat sprite. To the right is the 'Programming Block Drawer' with categories like 'Motion', 'Looks', 'Sound', 'Pen', 'Data', 'Events', 'Control', 'Sensing', 'Operators', and 'More Blocks'. Below the stage is the 'Sprites' list, which shows 'Sprite1' and 'Stage 1 backdrop'. To the left of the sprites list is the 'Stage backdrops' area. At the bottom right is a 'Zoom in' and 'Zoom out' button. Various parts of the interface are labeled with text and arrows, and numbered lists provide instructions for each section.