

**Blocks Palette:**

Where the blocks that program your sprites are

**Current Sprite Information:**

The name, location, and direction of your sprite at the time

**Green Flag:**

A way to start scripts

**Stage:**

Where your Octopi program comes to life

**Stop Sign:**

Stops all scripts

**Save:**

Click to save your project

**Sprite Rotation Style:**

These buttons control the way your sprites can rotate

**Tabs:**

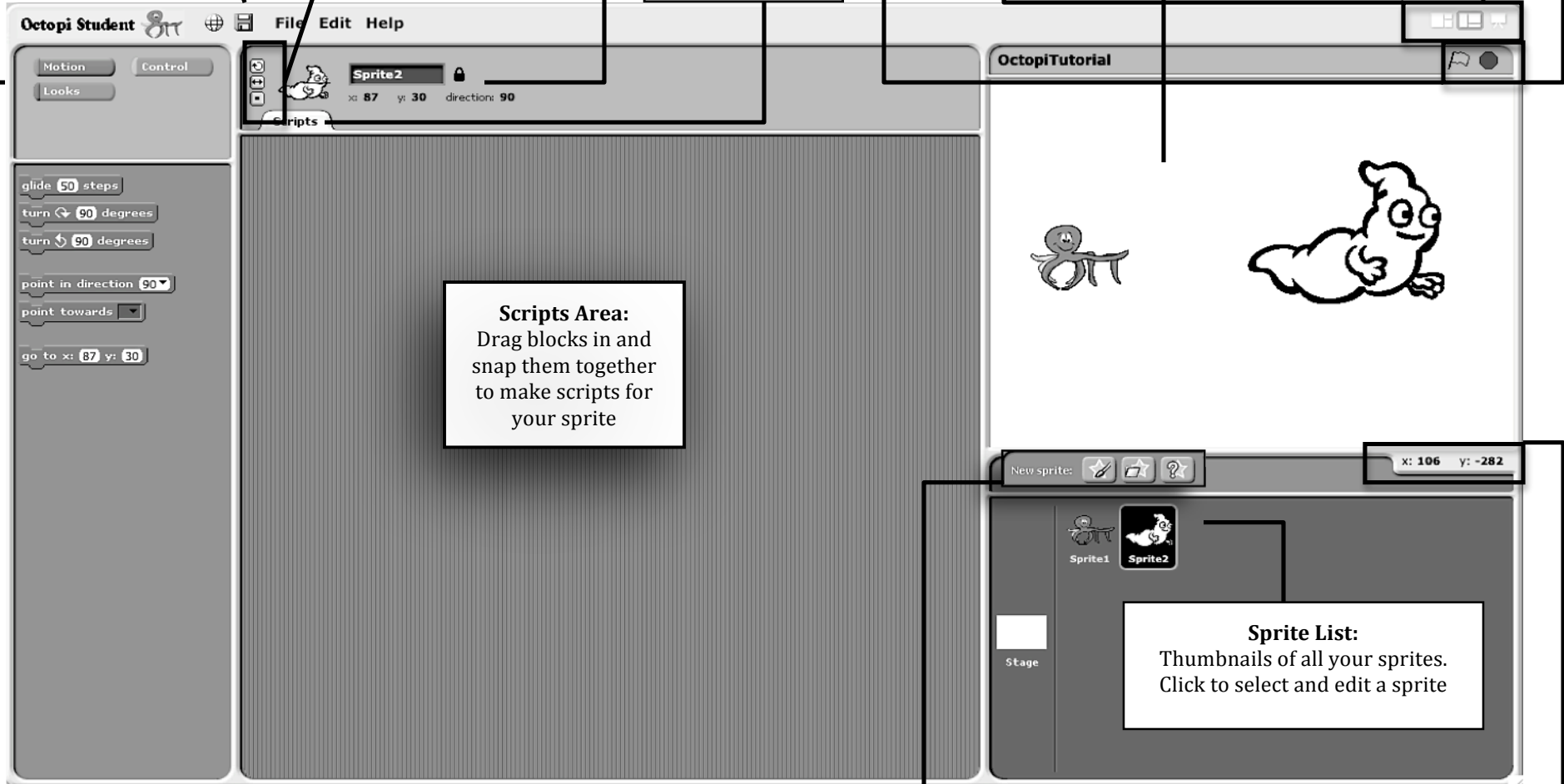
In later lessons there will also be a "Costumes" tab in addition to the "Scripts" tab where you edit scripts

**Stage View:**

Large or small Stage view

**Presentation Mode:**

Makes the stage full screen to present your project



**Scripts Area:**

Drag blocks in and snap them together to make scripts for your sprite

**New Sprite Buttons:**

In later lessons you can create a new character or object for your project

**Mouse X-Y Display:**

Shows the location of your cursor