**Blocks Palette:** Where the blocks that program your sprites are.

**Save:** Click to save your project.

**Current Sprite Information:** The name, location, and direction of your sprite at the time.

**Tabs:** In later lessons there will also be a “Costumes” tab in addition to the “Scripts” tab where you edit scripts.

**Sprite Rotation Style:** These buttons control the way your sprites can rotate.

**Stage:** Where your Octopi program comes to life.

**Green Flag:** A way to start scripts.

**Presentation Mode:** Makes the stage full screen to present your project.

**Stage View:** Large or small Stage view.

**Stop Sign:** Stops all scripts.

**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.

**Sprite List:** Thumbnails of all your sprites. Click to select and edit a sprite.

**Mouse X-Y Display:** Shows the location of your cursor.