

L'INTERFACE DE SCRATCH 3

The image shows the Scratch 3 interface with several callouts pointing to specific features:

- Changer la langue et enregistrer son programme**: Points to the top navigation bar containing 'Fichier', 'Modifier', and 'Tutoriels'.
- Drapeau vert pour lancer le programme et bouton rouge pour l'arrêter**: Points to the green flag and red stop button in the top right corner.
- Plein écran**: Points to the full-screen button in the top right corner.
- Les blocs d'instructions**: Points to the 'Code' tab on the left sidebar.
- Le programme**: Points to the script area in the center where a program is being built.
- Ajouter des extensions comme le stylo ou le LEGO Wedo**: Points to the 'Mes Blocs' section at the bottom of the left sidebar.
- Sélectionner le lutin**: Points to the 'Sprite' dropdown menu in the bottom right.
- Zoomer**: Points to the zoom controls (magnifying glass and equals sign) in the bottom right.
- Ajouter un lutin**: Points to the 'Ajouter un lutin' button in the bottom right.
- Ajouter un arrière-plan**: Points to the 'Ajouter un arrière-plan' button in the bottom right.

The program in the center consists of the following blocks:

- quand est cliqué
- attendre 1 secondes
- avancer de 10 pas