the anatomy of a Scratch project

project
each project has at least one version

version

a new version is created every time
a project is shared to the website

shared to web

shared to web

timeline

version 1

version *n*

saved to disk

saved to disk

saving to disk is optional

project version
each version has at least one sprite called *stage*

sprite

sprite
must have at least one costume

media

source
library
import
microphone

image
(costume)

source
library
import
webcam

sound

programming code

script

disconnected
blocks

script
stack of blocks that can be executed

block

block categories

motion   sensing
control   operators
sound   variables
pen   looks

sound
midi blocks
drum blocks

parameter

parameter types

comment   variable name
say   variable value
think   list name
broadcast   list value

--- dotted lines represent
optional elements

* *disconnected blocks* are that
   are never excuted because
   they don't have an event
   trigger or "hat" block on top