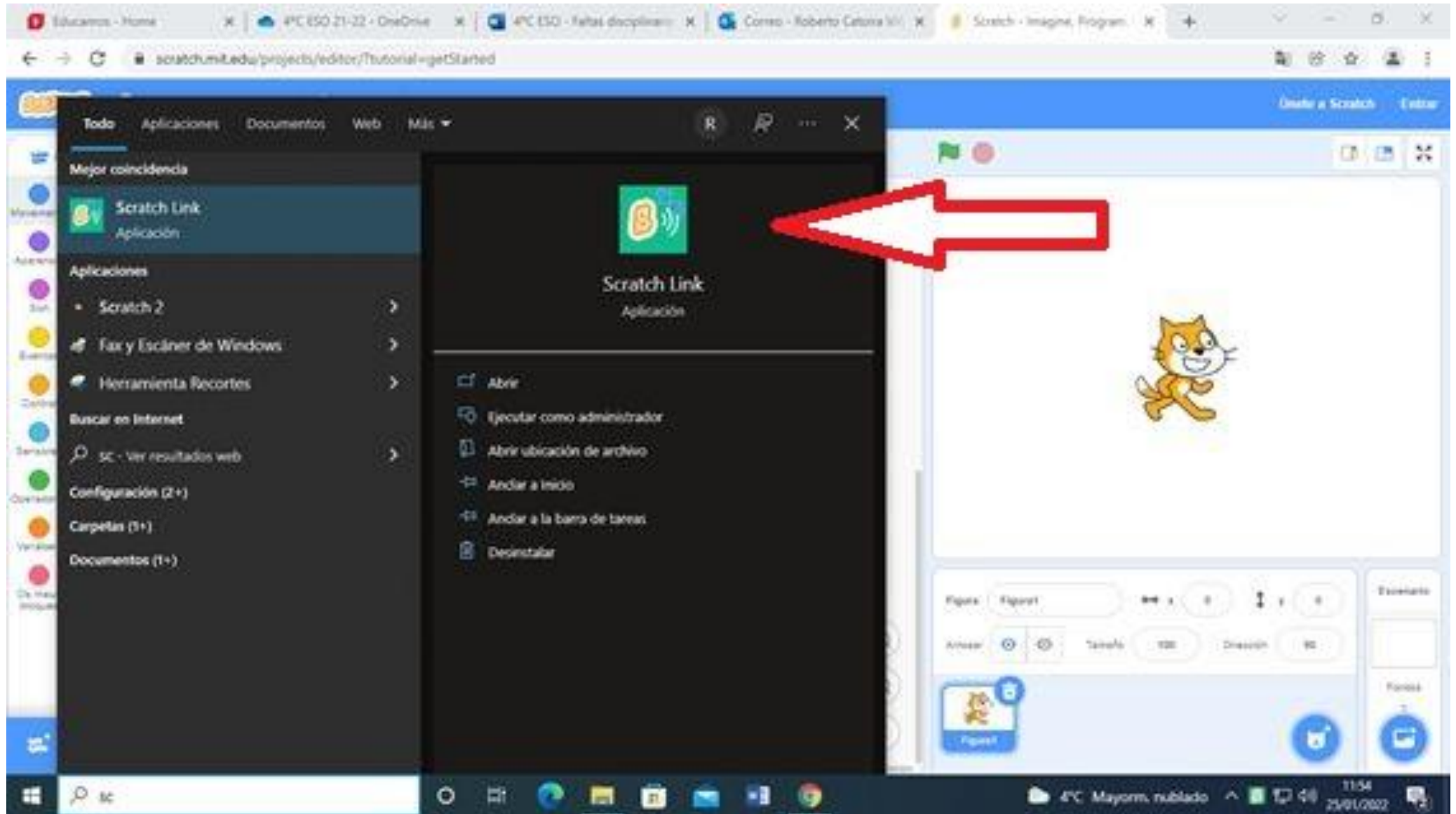


MANUAL BÁSICO DE SCRATCH 3.0

The image shows a screenshot of the Scratch 3.0 web editor interface. The browser's address bar displays the URL `scratch.mit.edu/projects/editor/?tutorial=getStarted`. The interface includes a top navigation bar with the Scratch logo, a language dropdown set to 'Ficheiro', and buttons for 'Editar' and 'Tutoriais'. On the right side of the top bar, there are links for 'Únete a Scratch' and 'Entrar'. Below the navigation bar, there are tabs for 'Código', 'Traxes', and 'Sons'. The left sidebar contains a vertical menu of categories: 'Movemento', 'Aparencia', 'Son', 'Eventos', 'Control', 'Sensores', 'Operadores', 'Variábeis', and 'Os meus bloques'. The 'Movemento' category is selected, showing several blue blocks such as 'mover 10 pasos', 'xirar 15 graos', 'ir para posición aleatoria', and 'apuntar na dirección 90'. The main workspace features a grid background with a small Scratch cat icon in the top right corner. A large, semi-transparent tutorial window is overlaid on the workspace, titled 'Tutoriais' with 'Recoller' and 'Pechar' buttons. The tutorial window displays a colorful scene with a character on a mountain, a toucan, and a volcano, with a play button in the center. The bottom right of the workspace shows the 'Figura' (Sprite) panel with 'Figura1' selected, and the 'Escenario' (Stage) panel with 'Fondos' (Backgrounds) visible. The Windows taskbar at the bottom shows the search bar with the text 'Escribe aquí para buscar', several application icons, and the system tray displaying the time '12:11' and date '01/02/2022'.

Scratch 3.0 é un entorno de programación informática. Prográmase por bloques, é dicir, hai que ir arrastrando “bloques” que levan instrucións para o ordenador. Iremos programar placas robóticas da marca Micro:bit, creada pola BBC. As placas comunícanse con Scratch 3.0 por Bluetooth. Para conseguilo, hai que introducir un adaptador Bluetooth nun porto USB do ordenador, e instalar o programa Scratch Link. Unha vez instalado, hai que activalo.



Tamén hai que descargar un arquivo chamado Scratch Microbit 1.2 HEX, e metelo na placa cun cable USB. Unha vez feitos estes dous procesos, a placa Micro:bit e Scratch 3.0 xa están preparados para comunicarse. O que programes no entorno de Scratch pasa automaticamente á placa robótica polo aire, sen necesidade de que ti fagas nada.

The screenshot shows a web browser window with the URL support.microbit.org/support/solutions/articles/19000026000-using-the-micro-bit-with-scratch. The article title is "Using the micro:bit with Scratch" and it was modified on Thu, 25 Nov, 2021 at 10:00 AM. The article content includes:

Scratch

The micro:bit extension for scratch allows you to connect wirelessly with the micro:bit. There are a couple of steps to set this up and then you can use the blocks in all sorts of programs.

Ensure your device is capable of running the Scratch app: **Windows 10 1709+**, **macOS 10.13+**, **Chrome OS** or **Android 6.0+**

For Windows and Mac OS you will also need to be running **Bluetooth 4.0** and you will need to be **online for Scratch Link** to connect.

To check your Bluetooth version:

On Mac

1. Click the **** menu.
2. Select **About This Mac**.
3. Click on the **More Info...** button.
4. Click on the **System Report...** button.
5. Select **Bluetooth** from the sidebar on the left, underneath "Hardware."
6. Scan down the list of information until you find "LMP Version."

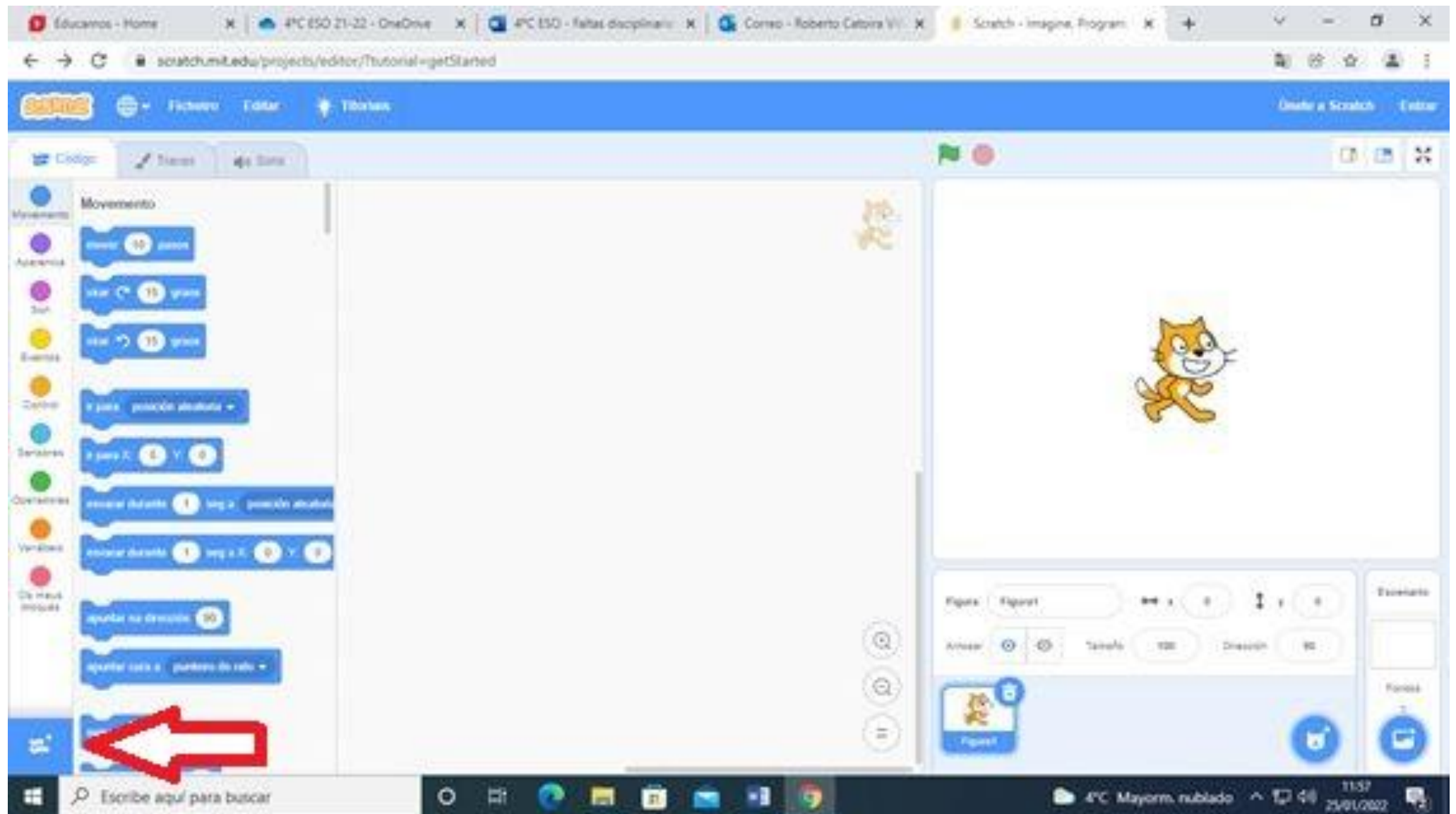
If your Mac is equipped with Bluetooth 4.0, LMP Version will say **8x5**. Anything lower than that is an older version of Bluetooth.

On Windows

1. Right-click the Start button to open its context menu. Select the item called **Device Manager**.
2. In Device Manager, expand the **Bluetooth** node.

The right sidebar of the article lists several other links: hardware, operating system and b..., How to find the name of your micr..., Glossary, Firewall requirements for micro:bit..., Moving between Scratch and Mak..., micro:bit website update, How to re-instate Bluetooth after p..., Using the micro:bit Bluetooth Low..., Diagnosing Bluetooth Pairing Prob..., What apps are available for the mi...

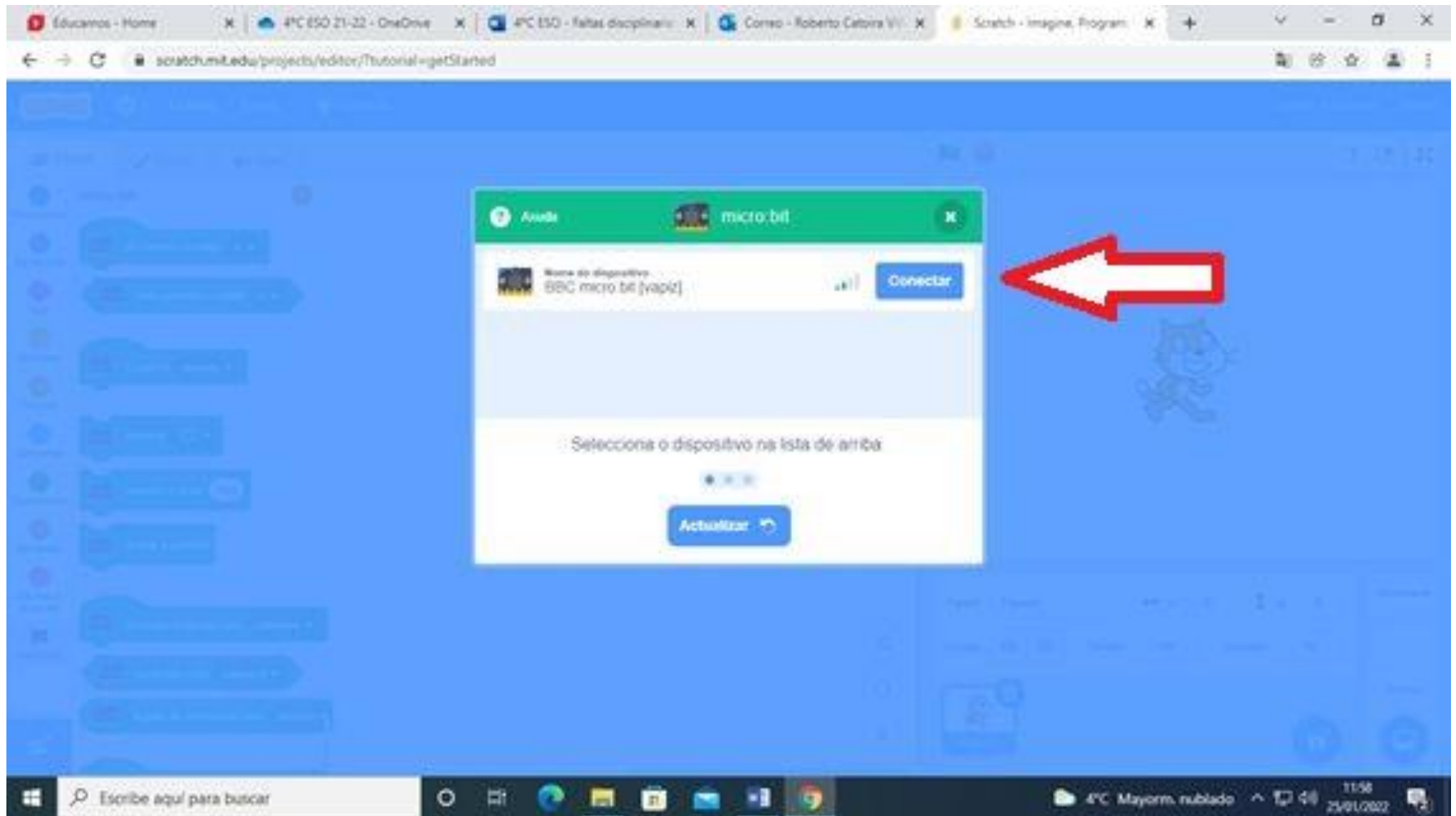
Scratch 3.0 debe identificar cal é a placa robótica de Micro:bit coa que ten que comunicarse. Primeiro hai que indicarlle que cargue as instrucións desa placa, pulsando no botón de “Extensións”.



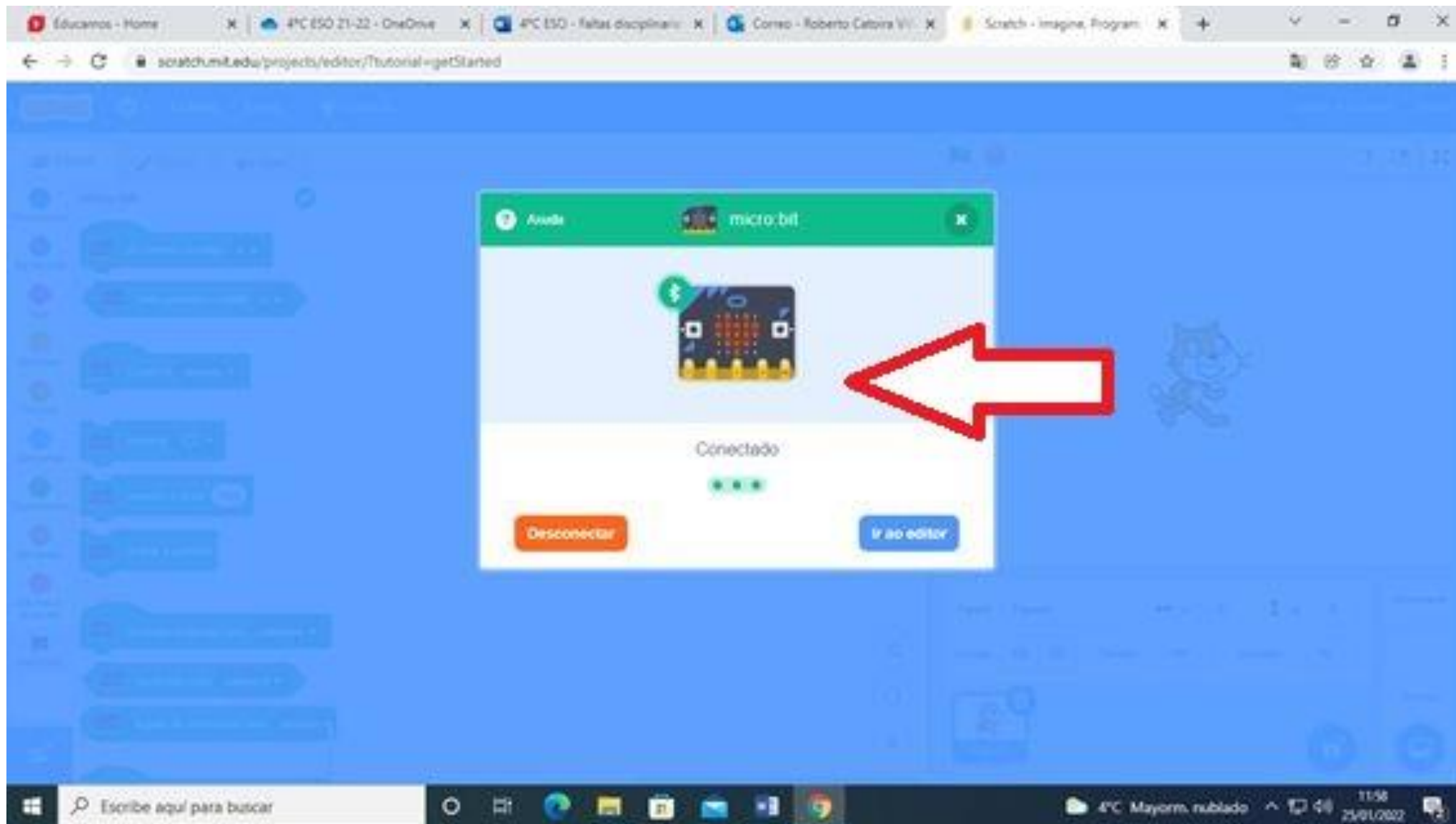
Dos diferentes aparellos que poden comunicarse con Scratch 3.0, hai que escoller as placas Micro:bit.

The screenshot shows the Scratch 3.0 extension selection interface. At the top, there is a blue header with the text "Escolle unha extensión" and a back arrow labeled "Atrás". Below this, there are several extension cards. The "micro:bit" card is highlighted with a red arrow pointing to it from the right. The card for "micro:bit" has a green background and features an illustration of the micro:bit board. The text on the card reads: "micro:bit", "Conecta os teus proxectos co mundo", "Require" (with Bluetooth and Wi-Fi icons), and "En colaboración con micro:bit". Other visible cards include "Música", "Lapis", "Sensor de vídeo", "Texto a fala", "Traducir", "Makey Makey", and "LEGO MINDSTORMS EV3". The bottom of the screen shows the Windows taskbar with the search bar and system tray.

Nese momento, Scratch 3.0 intenta localizar mediante Bluetooth algunha placa Micro:bit que estea cerca do ordenador, e en canto o fai, dámoslle a “Conectar”.



Cando a placa xa foi detectada, aparece a seguinte imaxe, e xa podemos programar a placa en Scratch 3.0.



Cando iso sucede, aparecen no entorno de Scratch as instrucións para manexar as placas Micro:bit. Por exemplo, aquí debaixo vese como mover o “gato” pola pantalla en función dos movementos da placa robótica na nosa man.

The image shows the Scratch editor interface with a script for a Micro:bit. The script is as follows:

```
Ao premer en
para sempre
se inclinado cara adiante entón
  apuntar na dirección 0
  mover 20 pasos
se inclinado cara atrás entón
  apuntar na dirección 180
  mover 20 pasos
se inclinado cara a dereita entón
  apuntar na dirección 90
  mover 20 pasos
se inclinado cara a esquerda entón
  apuntar na dirección -90
  mover 20 pasos
```

The Scratch stage shows a cat sprite named "Figura1" with a size of 100 and a direction of 180. The Windows taskbar at the bottom shows the date 25/01/2022 and time 11:59.

Scratch ten poucos menús. No primeiro deles, podes escoller o idioma dos menús e das instrucións.

The image shows a screenshot of the Scratch website's editor interface. The browser's address bar displays `scratch.mit.edu/projects/editor/?tutorial=getStarted`. The Scratch logo is in the top left, and a red arrow points to the globe icon next to it, which has opened a language selection dropdown menu. The menu lists various languages, with 'Galego' selected at the bottom. Other visible languages include Afrikaans, العربية, አማርኛ, Aragonés, Azeri, Bahasa Indonesia, বাংলা, Беларуская, Български, Català, Český, Cymraeg, Dansk, Deutsch, Eesti, Ελληνικά, English, Español (España), Español Latinoamericano, Euskara, فارسی, Français, Frysk, Gaeilge, Gàidhlig, and Galego. The main workspace shows a red circle sprite on a stage with a green rectangular background. The bottom of the screen shows the Windows taskbar with various application icons and the system clock displaying 20:26 on 31/01/2022.

Co menú Ficheiro, podes comezar un novo proxecto de programación, cargar un xa comezado ou gravar o que estás facendo agora.

The image shows a screenshot of the Scratch web editor interface. The browser's address bar displays `scratch.mit.edu/projects/editor/?tutorial=getStarted`. The top navigation bar includes the Scratch logo, a globe icon, and menu items: **Ficheiro**, **Editar**, and **Tutoriais**. On the right side of the navigation bar, there are links for **Únete a Scratch** and **Entrar**.

The left sidebar contains a vertical menu of categories: **Código**, **Movemento**, **Aparencia**, **Son**, **Eventos**, **Control**, **Sensores**, **Operadores**, **Variábeis**, and **Os meus bloques**. The **Ficheiro** menu is currently open, showing three options: **Novo**, **Cargar desde o teu ordenador**, and **Guardar no teu ordenador**. A red arrow points to the **Guardar no teu ordenador** option.

The main workspace is a grid where a red circle sprite is positioned. A green rectangular block is visible in the top right corner of the workspace. The bottom right panel shows the **Figura** (Sprite) properties for **Figura2**, including **Amosar** (Visibility) controls, **Tamaño** (Size) set to 100, and **Dirección** (Direction) set to 90. Below this, there are thumbnails for **Figura2** and **Figura3**. The **Escenario** (Stage) and **Fondos** (Backgrounds) panels are also visible.

The Windows taskbar at the bottom shows various application icons, including the Start button, Internet Explorer, File Explorer, Google Chrome, Firefox, and several other programs. The system tray in the bottom right corner displays the time as 20:27 and the date as 31/01/2022.

Co menú Editor, podes realizar varios procesos non moi habituais.

The image shows a screenshot of the Scratch web editor interface. The browser's address bar displays `scratch.mit.edu/projects/editor/?tutorial=getStarted`. The top navigation bar includes the Scratch logo, a globe icon, and menu options: 'Ficheiro', 'Editar', and 'Tutoriais'. The 'Editar' menu is currently open, showing two options: 'Restaurar a figura' and 'Activar o modo turbo'. A red arrow points to the 'Restaurar a figura' option. The main workspace is a grid with a red circle sprite and a green rectangular block. The right-hand side of the interface contains a control panel for the selected sprite, 'Figura2', with fields for 'x' (3) and 'y' (-14), and buttons for 'Amosar' and 'Tamaño' (100). Below this, there are thumbnails for 'Figura2' and 'Figura3'. The bottom of the screen shows the Windows taskbar with various application icons and the system tray displaying the time '20:28' and date '31/01/2022'.

E no Menú Tutoriais, tes unha longa lista de tutoriais de Scratch 3.0

The image shows a screenshot of the Scratch 3.0 web editor interface. The browser's address bar displays the URL `scratch.mit.edu/projects/editor/?tutorial=getStarted`. The top navigation bar includes the Scratch logo, a globe icon, and menu items for 'Ficheiro', 'Editar', and 'Tutoriais'. A red arrow points to the 'Tutoriais' menu. On the right side of the top bar, there are links for 'Únete a Scratch' and 'Entrar'. Below the navigation bar, there are tabs for 'Código', 'Traxes', and 'Sons'. The left sidebar contains a list of categories: 'Movemento', 'Aparencia', 'Son', 'Eventos', 'Control', 'Sensores', 'Operadores', 'Variábeis', and 'Os meus bloques'. The main workspace shows a Scratch project with a green flag icon and a 'Tutoriais' window overlaid. The 'Tutoriais' window has a green header with a lightbulb icon and buttons for 'Recoller' and 'Pechar'. The window content features a colorful illustration of a person climbing a mountain, a toucan, and a waterfall, with a play button in the center. The right sidebar shows the 'Figura' (Sprite) panel with 'Figura1' selected, and the 'Escenario' (Stage) panel. The bottom of the image shows a Windows taskbar with a search bar and various application icons, and a system tray with the date '01/02/2022' and time '12:08'.

Atrás Escolher un tutorial

Buscar

Todos Animación Arte Música Xogos Historias



Primeiros pasos



Getting Started - ASL



Anima un nome



Imagine a World

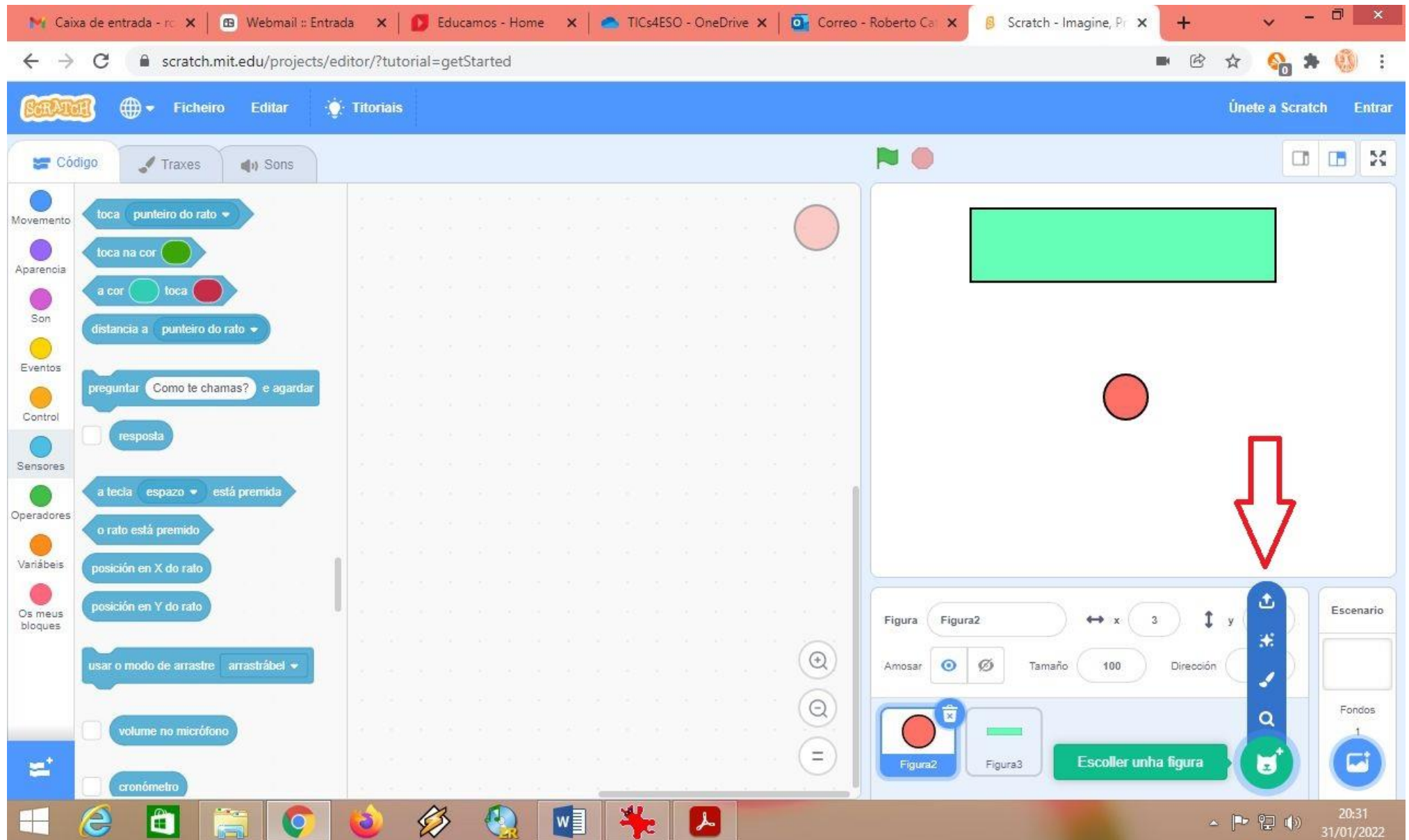


Fai música



Crea unha historia

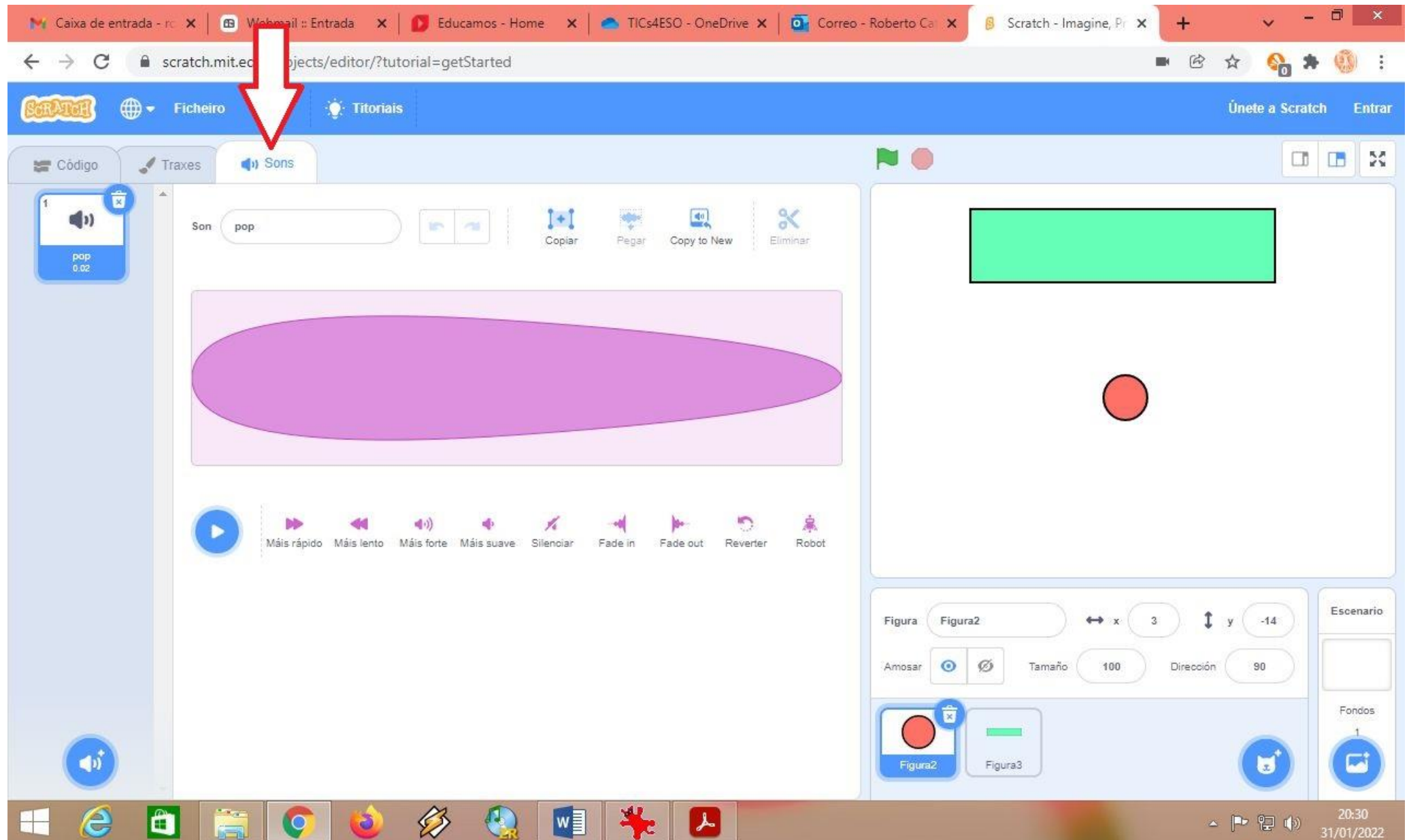
Na parte esquerda de Scratch 3.0 están os bloques e as instrucións, na parte central está o código que programas, e na parte superior dereita está a fiestra onde vas vendo que tal funciona. Na parte inferior dereita podes ir creando ou cargando as novas figuras ou personaxes que van protagonizar os teus programas.



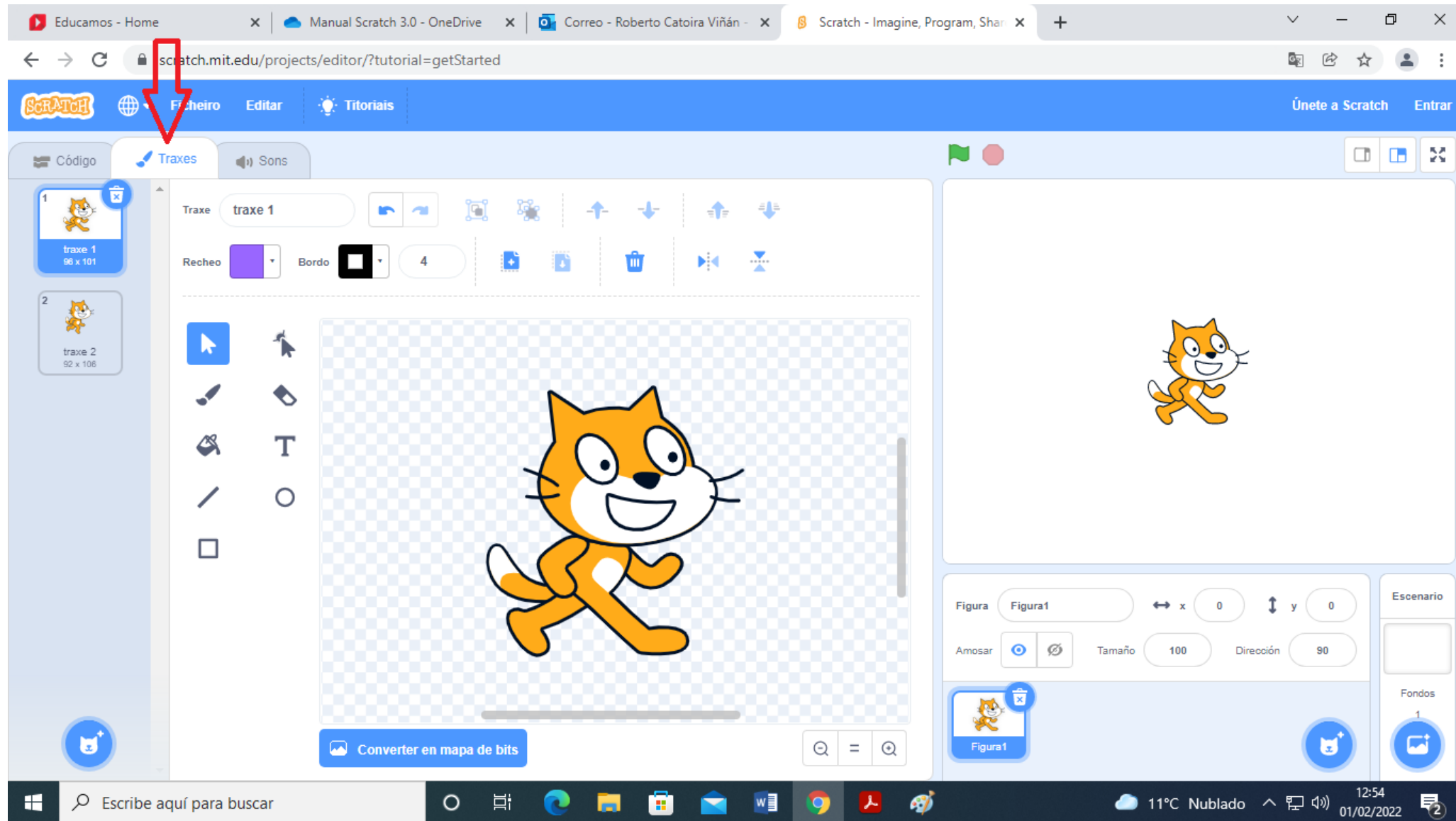
E tamén podes escoller ou crear os fondos ou escenarios que prefiras.

The image shows a screenshot of the Scratch web editor interface. The browser's address bar displays the URL `scratch.mit.edu/projects/editor/?tutorial=getStarted`. The interface includes a top navigation bar with the Scratch logo, a menu (Ficheiro, Editar, Tutoriais), and user options (Únete a Scratch, Entrar). Below this is a toolbar with tabs for 'Código', 'Traxes', and 'Sons'. The left sidebar contains a categorized list of code blocks: Movemento, Aparencia, Son, Eventos, Control, Sensores, Operadores, Variábeis, and Os meus bloques. The main workspace features a green flag icon and a red circle representing the sprite. The bottom right panel shows the 'Escoger un fondo' button, which is highlighted with a red arrow. Other elements in this panel include a 'Figura' dropdown set to 'Figura2', 'Amosar' options, 'Tamaño' (100), 'Dirección' (90), and a preview area with 'Figura2' and 'Figura3' thumbnails. The Windows taskbar at the bottom shows various application icons and the system clock indicating 20:31 on 31/01/2022.

O más importante de Scratch 3.0 sucede na parte esquerda da pantalla. Hai tres pestañas, “Código”, “Traxes” e “Sons”. Na de Sons podes gravar e reproducir sons (por exemplo, eses que temos que facer para “Talentos Inclusivos”).



Na pestaña de Traxes podes conseguir animar unha determinada figura.



E a máis importante é a pestaña de Código. Cando tes esa pulsada, podes programar en Scratch 3.0.

The image shows the Scratch 3.0 code editor interface. At the top, there is a browser window with several tabs open, including 'Scratch - Imagine, Pr'. The address bar shows the URL 'scratch.mit.edu/projects/editor/?tutorial=getStarted'. A red arrow points to the 'Código' tab in the top navigation bar. The interface is divided into several sections:

- Top Navigation:** Includes 'Ficheiro', 'Editar', and 'Tutoriais' menus, along with 'Únete a Scratch' and 'Entrar' buttons.
- Left Sidebar:** Contains categories of code blocks: Movemento, Aparencia, Son, Eventos, Control, Sensores, Operadores, Variábeis, and Os meus bloques.
- Main Workspace:** A grid area where code blocks are placed. It contains a red circle sprite and a green rectangular block.
- Bottom Right Panel:** Shows properties for the selected sprite 'Figura2', including 'Amosar', 'Tamaño', and 'Dirección'. It also includes a 'Fondos' section.

The Windows taskbar is visible at the bottom, showing various application icons and the system clock displaying '20:29 31/01/2022'.

O Bloque de Movimento permite mover e desprazar as figuras polos escenarios.

The image shows a screenshot of the Scratch web editor interface. At the top, there is a browser window with several tabs open, including 'Caixa de entrada', 'Webmail', 'Educamos', 'TICs4ESO - OneDrive', 'Correo - Roberto Ca', and 'Scratch - Imagine, Pr'. The address bar shows 'scratch.mit.edu/projects/editor/?tutorial=getStarted'. Below the browser window is the Scratch interface header with a blue background, containing the Scratch logo, a globe icon, and the words 'Ficheiro', 'Editar', and 'Tutoriais'. On the right side of the header, there are links for 'Únete a Scratch' and 'Entrar'. The main interface is divided into several sections. On the left, there is a vertical palette of block categories: 'Movimiento' (highlighted with a red arrow), 'Aparencia', 'Son', 'Eventos', 'Control', 'Sensores', 'Operadores', 'Variáveis', and 'Os meus bloques'. The 'Movimiento' category is expanded, showing various movement blocks such as 'mover 10 pasos', 'xirar 15 graos', 'ir para posición aleatoria', 'ir para X: 3 Y: -14', 'esvarar durante 1 seg a posición aleatoria', 'esvarar durante 1 seg a X: 3 Y: -14', 'apuntar na dirección 90', 'apuntar cara a punteiro do rato', and 'sumar 10 a X'. The central area is a grid workspace where a red circle is positioned. To the right of the grid is the 'Escenario' (Stage) area, which contains a green rectangle and a red circle. Below the stage is the 'Figura' (Sprite) control panel, which shows 'Figura2' selected, with coordinates 'x: 3' and 'y: -14'. Other controls include 'Amosar' (visibility), 'Tamaño' (size: 100), and 'Dirección' (direction: 90). At the bottom of the screen, there is a Windows taskbar with various application icons and a system tray showing the time '20:32' and date '31/01/2022'.

O Bloque de Apariencia permite que as figuras digan cousas, cambien de traxe ou fondo, cambien de cor ou tamaño...

The image shows the Scratch editor interface. At the top, there is a browser window with several tabs open, including 'Scratch - Imagine, Pr...'. The URL bar shows 'scratch.mit.edu/projects/editor/?tutorial=getStarted'. The Scratch logo is in the top left, and navigation options like 'Ficheiro', 'Editar', and 'Tutoriais' are in the top center. On the right, there are links for 'Únete a Scratch' and 'Entrar'. The main interface is divided into a left sidebar, a central workspace, and a bottom right control panel.

The left sidebar contains a vertical list of block categories: 'Código', 'Traxes', 'Sons', 'Apariencia', 'Son', 'Eventos', 'Control', 'Sensores', 'Operadores', 'Variábeis', and 'Os meus bloques'. A red arrow points to the 'Apariencia' category. The 'Apariencia' category is expanded, showing several purple blocks: 'dicir Ola! durante 2 segundos', 'dicir Ola!', 'pensar Mmm... durante 2 segundos', 'pensar Mmm...', 'mudar traxe a traxe 1', 'traxe seguinte', 'mudar fondo a fondo1', 'fondo seguinte', 'sumar 10 ao tamaño', and 'pór o tamaño ao 100 %'. The central workspace shows a red circle and a green rectangle. The bottom right control panel shows the 'Figura' (Sprite) panel with 'Figura2' selected, and the 'Escenario' (Stage) panel with 'Fondos' (Backgrounds) section.

O Bloque de Sons permite gravar e reproducir sons.

The image shows the Scratch editor interface. At the top, there is a browser window with the URL scratch.mit.edu/projects/editor/?tutorial=getStarted. The Scratch logo is in the top left, and navigation options like 'Ficheiro', 'Editar', and 'Tutoriais' are in the top bar. On the left, there is a sidebar with categories: 'Código', 'Traxes', and 'Sons'. The 'Sons' category is selected, and a red arrow points to it. The 'Sons' block palette contains several blocks: 'reproducir pop até rematar', 'iniciar son pop', 'deletar todos os sons', 'sumar ao efecto ton o valor 10', 'aplicar o efecto ton co valor 100', 'limpar os efectos de son', 'subir o volume en -10', 'pór o volume no 100 %', and 'volume'. The main workspace shows a red circle sprite and a green rectangular sound block. The bottom status bar shows the time 20:34 and date 31/01/2022.

Para gravar, arrastras á zona de código o primeiro dos bloques, e daslle a “gravar”.

The image shows a screenshot of the Scratch web editor interface. The browser's address bar displays `scratch.mit.edu/projects/editor/?tutorial=getStarted`. The interface includes a top navigation bar with the Scratch logo and menu options like 'Ficheiro', 'Editar', and 'Tutoriais'. On the left, a sidebar lists various block categories: 'Movemento', 'Aparencia', 'Son', 'Eventos', 'Control', 'Sensores', 'Operadores', 'Variábeis', and 'Os meus bloques'. The 'Son' category is selected, showing a list of sound-related blocks. The main workspace contains a script area with two blocks: 'reproducir pop até rematar' and a sub-block 'pop' containing a 'gravar...' block. A red arrow points to the 'gravar...' block. The right side of the editor shows a stage with a green background and a red circle sprite. Below the stage, there are controls for the selected sprite, including 'Figura' (Figura2), 'Amosar', 'Tamaño' (100), and 'Dirección' (90). The bottom of the screen shows the Windows taskbar with various application icons and the system clock displaying 20:19 on 31/01/2022.

Comenzas a gravación así...

Caixa de entrada - rc x Webmail :: Entrada x Educamos - Home x TICs4ESO - OneDrive x Correo - Roberto Cal x Scratch - Imagin x

scratch.mit.edu/projects/editor/?tutorial=getStarted

Scratch Ficheiro Editar Tutoriais Unete a Scratch Entrar

Código Traxas Sons

Gravar son

Comeza a gravar premendo o botón de embaixo

Gravar

20:20
31/01/2022

Cando rematches de gravar, pode verse algo coma isto...

The image shows a screenshot of the Scratch web application's 'Gravar son' (Record Sound) dialog box. The dialog is centered on the screen and features a purple audio waveform on a light blue background. A red arrow points to the right-hand vertical slider bar of the waveform area. Below the waveform is a blue play button labeled 'Reproducir'. At the bottom of the dialog are two buttons: 'Gravar outra vez' (Record again) and 'Gardar' (Save). The background shows the Scratch editor interface with various toolbars and a Windows taskbar at the bottom.

No bloque de Eventos pode indicarlle como comezar o programa e que ten que pasar para que suceda algo concreto.

The image shows a screenshot of the Scratch web editor interface. The browser's address bar displays `scratch.mit.edu/projects/editor/?tutorial=getStarted`. The interface includes a top navigation bar with the Scratch logo, a menu (Ficheiro, Editar, Tutoriais), and user options (Únete a Scratch, Entrar). Below this is a toolbar with tabs for Código, Traxes, and Sons. The main workspace is divided into a left sidebar with block categories (Movemento, Apariencia, Eventos, Control, Sensores, Operadores, Variábeis, Os meus bloques) and a central area for building scripts. A red arrow points to the 'Eventos' category. The right side of the workspace shows a stage with a green rectangular background and a red circular sprite. At the bottom, there are panels for 'Figura' (showing 'Figura2' with x=3, y=-14) and 'Escenario' (showing 'Fondos'). The Windows taskbar at the bottom contains icons for various applications and shows the system clock as 20:34 on 31/01/2022.

No bloque de Control hai estruturas moi importantes, como as pinzas ou bucles para que algo suceda moitas veces seguidas, ou as condicións SI para que o programa faga cousas diferentes dependendo das circunstancias (inicio da intelixencia...).

The image shows a screenshot of the Scratch programming environment. The browser address bar displays `scratch.mit.edu/projects/editor/?tutorial=getStarted`. The interface includes a top navigation bar with the Scratch logo, a language dropdown set to 'Ficheiro', and buttons for 'Editar' and 'Tutoriais'. On the right side of the top bar, there are links for 'Únete a Scratch' and 'Entrar'. Below the navigation bar, there are tabs for 'Código', 'Traxes', and 'Sons'. The left sidebar contains a palette of blocks categorized by color: Movement (blue), Appearance (purple), Events (pink), Control (orange), Sensors (light blue), Operators (green), Variables (orange), and My Blocks (pink). A red arrow points to the 'Control' category. The 'Control' block palette includes: 'agardar 1 segundos', 'repelir 10', 'para sempre', 'se entón', 'se non', 'agardar até', and 'repetir até'. The central workspace is a grid where a red circle is positioned. The stage area on the right shows a green rectangle at the top and a red circle in the center. Below the stage, there are controls for the selected figure, 'Figura2', including its position (x: 3, y: -14), visibility (checked), size (100), and direction (90). The bottom right corner shows the 'Escenario' and 'Fondos' sections. The Windows taskbar at the bottom displays various application icons and the system clock showing 20:35 on 31/01/2022.

No bloque de Sensores pódese detectar se unha tecla foi pulsada, se o rato tocou algún obxecto, se dous obxectos se tocan, etc.

The image shows a screenshot of the Scratch web editor interface. At the top, there is a browser window with several tabs open, including 'Caixa de entrada', 'Webmail', 'Educamos', 'TICs4ESO - OneDrive', 'Correo - Roberto Ca', and 'Scratch - Imagine, Pr'. The address bar shows the URL 'scratch.mit.edu/projects/editor/?tutorial=getStarted'. The Scratch logo is in the top left corner, and navigation options like 'Ficheiro', 'Editar', and 'Tutoriais' are visible. The main interface is divided into a left sidebar with category tabs (Código, Traxes, Sons), a central workspace with a grid, and a right sidebar with object and scene controls. The 'Sensores' (Sensors) category is highlighted in the left sidebar, and a red arrow points to it. The workspace contains a red circle object and a green rectangle. The right sidebar shows controls for 'Figura2' (x: 3, y: -14) and 'Figura3' (x: 100, y: 90). The bottom of the screen shows the Windows taskbar with various application icons and the system clock displaying '20:35 31/01/2022'.

No bloque de Operadores poden facerse operacións matemáticas, comparar valores, xerar números ao chou...

The image shows a screenshot of the Scratch web editor interface. At the top, there is a browser window with several tabs open, including 'Scratch - Imagine, Pr...'. The URL in the address bar is 'scratch.mit.edu/projects/editor/?tutorial=getStarted'. The Scratch logo is in the top left corner, and navigation options like 'Ficheiro', 'Editar', and 'Tutoriais' are visible. The main workspace is divided into several panels. On the left, the 'Operadores' (Operators) block category is highlighted with a red arrow. The 'Operadores' panel contains various green blocks for mathematical operations and comparisons, such as '+', '-', 'x', '/', '>', '<', '=', 'e', 'ou', and 'non'. Below these are blocks for string operations like 'concatenar' and 'letra'. The main workspace on the right shows a red circle sprite on a white background with a green rectangular area above it. The bottom right panel shows the 'Figura' (Figure) properties for 'Figura2', including position (x: 3, y: -14), size (100), and direction (90). The bottom of the screen shows the Windows taskbar with various application icons and the system clock displaying '20:36 31/01/2022'.

No bloque de Variables pódense crear “variables” que son pequenos anacos de memoria onde se poden gardar valores (principalmente numéricos)....

The image shows a screenshot of the Scratch web editor interface. The browser address bar displays scratch.mit.edu/projects/editor/?tutorial=getStarted. The interface includes a top navigation bar with the Scratch logo, a language dropdown set to 'Ficheiro', and buttons for 'Editar' and 'Tutoriais'. On the right side of the top bar, there are links for 'Únete a Scratch' and 'Entrar'. Below the top bar, there are tabs for 'Código', 'Traxes', and 'Sons'. The left sidebar contains a vertical menu of categories: 'Movemento', 'Aparencia', 'Son', 'Eventos', 'Control', 'Sensores', 'Operadores', 'Variábeis', and 'Os meus bloques'. The 'Variábeis' category is highlighted with a red arrow. The main workspace is divided into three sections: a top section with a green rectangular block, a middle section with a red circular sprite, and a bottom section with a control panel. The control panel includes fields for 'Figura' (set to 'Figura2'), 'x' (3), 'y' (-14), 'Amosar' (checked), 'Tamaño' (100), and 'Dirección' (90). The bottom right corner of the control panel shows 'Escenario' and 'Fondos' (set to 1). The Windows taskbar at the bottom of the screen shows various application icons and the system clock indicating 20:36 on 31/01/2022.