













Object Properties for 'Ball': position (x: 0, y: 0), size (100), rotation (90), visibility (checked).

Scratch editor sidebar: Sprites (1), Sounds, and Backgrounds sections.

```
Scratch Script Area:
- When green flag clicked:
  - Go to x: 0, y: 0
  - Turn 90 degrees
  - Set color to red
  - Remove pen
  - Repeat 10 times:
    - Move 10 steps
  - Repeat 72 times:
    - Turn 5 degrees
    - Move 5 steps
    - Turn 36 degrees
```

Scratch Blocks Palette: Movement, Looks, Sound, Control, and other block categories.