

6.2 Scratch

Key Words			
Algorithm <i>Al/gor/ithm</i>	A sequence of instructions that solves a task or problem	Iteration <i>It/er/a/tion</i>	A repeat or a loop in a piece of code
Variable <i>Var/i/able</i>	A variable is something that can be changed. In computer programming we use variables to store information that might change and can be used later in our program eg. score	If – Then	A tool for making code run depending whether a statement is true or false.
Sequence <i>Se/quence</i>	The order the blocks of code are written in	Sprite	A graphic that can be programmed to do things

Sending a sprite to a different position

