

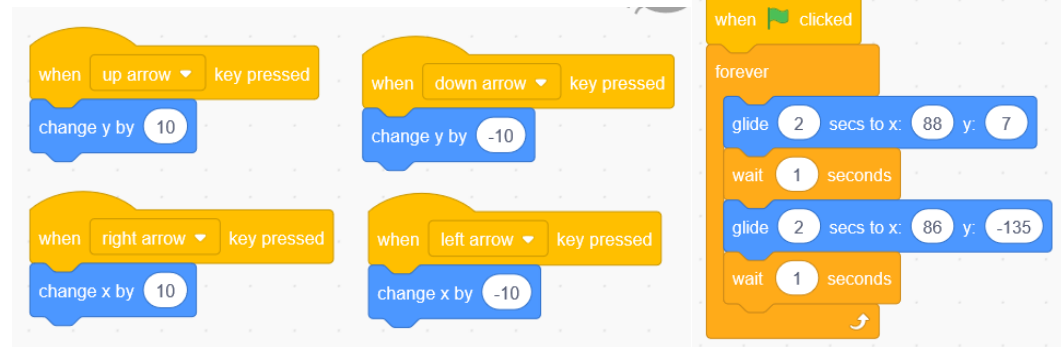
6.2 Scratch

Key Words			
Algorithm	A sequence of instructions that solves a task or problem	Iteration	A repeat or a loop in a piece of code
Variable	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.
Scripts	What stacks of code are called in Scratch	Conditions	an expression which will be evaluated as either true or false
Sequence	The order the blocks of code are written in	Sprite	A graphic that can be programmed to do things

Blocks in Scratch are grouped based on what they do...

Motion	Blocks for making your sprite move
Data	Variables used by sprites
Control	Controls the computer program
Operators	How to make decisions

Movement



Sending a sprite to a different position

