

Computing – Programming: Scratch

algorithm – steps or instructions to solve a problem or complete a task.

animation – bringing concepts to life through 2D or 3D moving pictures or photographs e.g. cartoons.

coding – writing instructions for a computer.

code block – similar to puzzle pieces, they can be dragged, dropped and snapped together to create an algorithm.

debug – to find and fix errors in code.

decomposition – breaking a problem into smaller parts.

loop – a repeated sequence of instructions.

remixing code – altering code that already exists.

sprite – an image or character that moves or reacts to commands.

tinker – to explore and play with something to discover its key functions.

Scratch code blocks colour key:

Motion

Sound

Control

Operators

My Blocks

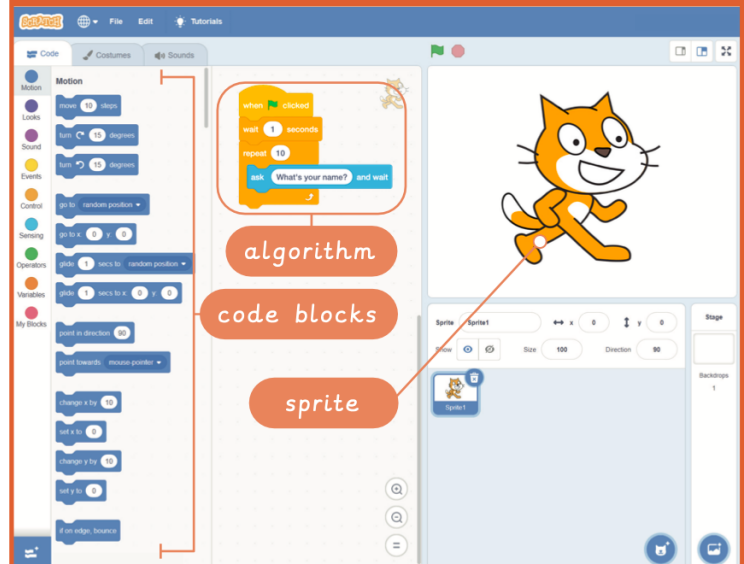
Looks

Events

Sensing

Variables

Scratch is a coding program in which you can develop interactive games and animations.



There are four different ways to add a sprite.

