

Programming - Scratch

Animation	Bringing concepts to life through 2D or 3D moving pictures or photographs, for example cartoons.
Application	A computer program.
Code	A set of instructions written in programming language, to tell a computer what to do.
Code block	A visual representation for a section of code that performs a certain job. They can be snapped together to build a program.
Debug	To remove and repair the error or mistake in computer code.
Decompose	To break something down into smaller chunks.
Interface	The menus, buttons and other functions which makes a computer program or website intuitive to humans.
Loop	A repeated sequence of instructions.
Predict	To make an educated guess, as to what might happen or occur as the result of something in the future.
Program	A series of code that instructs the computer to perform specific tasks.
Remixing code	Altering code that already exists.
Repetition code	To create loops in your program, to make it more efficient.
Review	To look at something in detail and give constructive feedback if it requires improvement.
Sprite	Visual objects that can be moved or perform an action through code, for example: move forwards by one step.
Tinker	To explore and play with something to discover the key functions.

Scratch code blocks colour key:

Motion

Sound

Control

Operators

My Blocks

Looks

Events

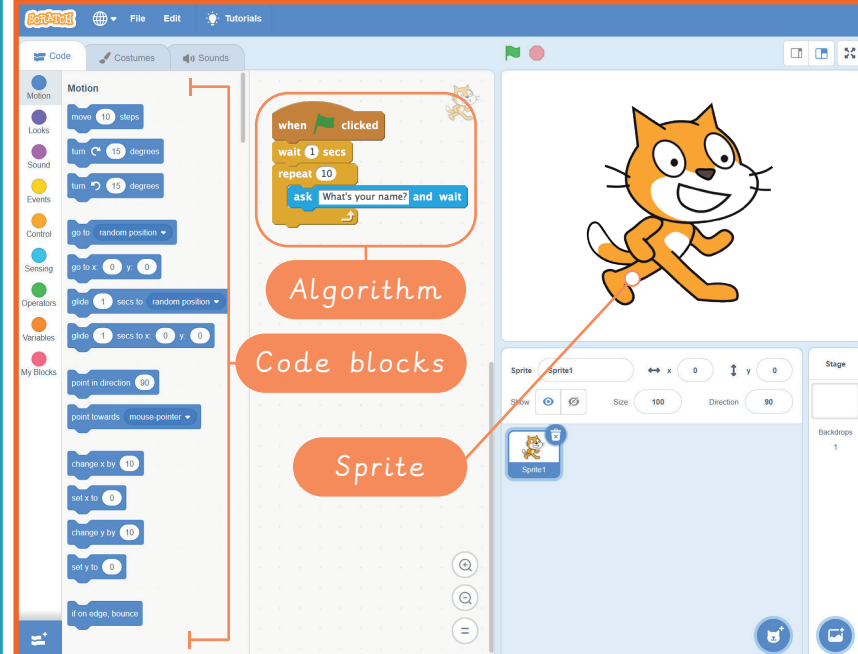
Sensing

Variables

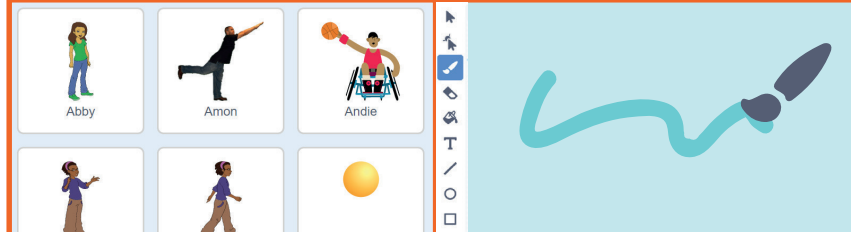
© Scratch

Key facts

Scratch is a coding program, that lets you build interactive games and animations.

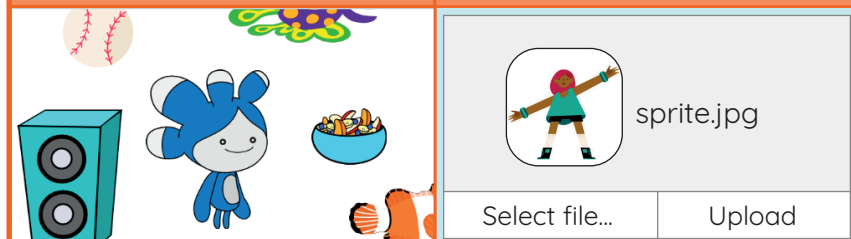


Did you know? In Scratch, you can:



Choose a sprite

Paint your own sprite



Generate a random (surprise!) sprite

Upload a sprite