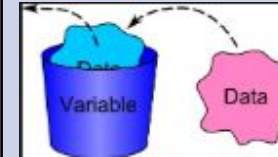




| Vocabulary | Meaning |
|---------------|--|
| broadcast | send a programme or information out to the public, usually using TV or radio |
| live | something that is happening now |
| unpredictable | something that can not be estimated before it happens |
| location | a particular place or position |
| sequence | steps completed in a particular order to complete a task |
| functions | the basic task in a code,, especially one that corresponds to a single instruction from the user |
| program | instructions telling the computer what to do which are written using code |
| loops | a set of instructions that are repeated until a condition is satisfied |
| gravity | a force holding things down to the Earth's surface and stops things floating up into the atmosphere |
| graphic | visual art, especially involving drawing, engraving or lettering |
| animate | giving a graphic/sprite the appearance of movement using movement techniques |
| custom | creating a block which has been designed for a particular purpose |
| x and y axis | the y axis travels from top to bottom and the x axis travels across |
| costume | a costume is one of many "frames" or different appearances of a sprite. Sprites can change their look to any of its costumes |

Key knowledge – SCRATCH



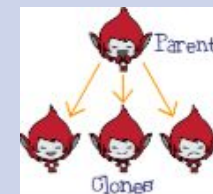
A variable is something we can create to store information that the program will need. This could be a list of names or something that keeps the players' score.



Loops are a set of instructions that are repeated until a particular condition is satisfied.



A sprite is a computer graphic which can be programmed to perform an action.



A clone is a sprite that is programmed to operate in the same way as another.