



| Vocabulary    | Meaning  |
|---------------|--|
| sprite        | a character or object in a Scratch program   |
| costume       | a version of a sprite  |
| backdrop      | the picture behind your sprites  |
| block palette | the place you can select Scratch blocks from   |
| coordinate    | a way of describing position using two numbers   |
| x-coordinate  | horizontal (left to right) position  |
| y-coordinate  | vertical (top to bottom) position  |
| loops         | a sequence of instructions that is continually repeated until a certain condition is reached     |
| variable      | a place where you store information in a program that might change, for example a player's score |
| apply         | to bring or put into operation or use  |
| code          | program instructions   |
| conditional   | only happens in certain circumstances  |
| keyword       | a word that has special meaning to a computer  |
| if            | the keyword that Scratch uses to start a condition   |
| algorithm     | a set of rules to be followed in calculations by a computer                                      |
| bug           | a mistake or error in a program  |
| debug         | fix errors in a program  |

## Key knowledge – Scratch program

**Step 2:** Follow the instructions to make your own **SCRATCH ACCOUNT**.

**Step 3:** Click on the **Create** button to begin your first activity.

## Key knowledge – block coding

Block code is used to convert software code into a more simplistic way of accessing it. The blocks link together to create an algorithm which is then applied to the program.

## Key knowledge – coordinate

Coordinates are a way of describing position using two numbers or numbers and letters