

Code (computer)	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.
Conditional statement	A rule which states that something cannot happen until certain requirements are met.
Decompose	To break something down into smaller chunks.
Direction	A way in which something moves such as up, down, left, right.
Feature	The individual parts that make up something.
Icon	A small image which represents something or someone.
Orientation	Positioning to a particular place or direction.
Position	The location of where something or someone is.
Program verb	To write code based instructions for a computer to process.
Project (Scratch)	A creation developed within the Scratch program.
Scratch	A coding program, in which you can develop interactive games and animations.
Sprite	Visual objects that can be manipulated through code, for example to move, respond, appear or disappear.
Stage (Scratch)	The background of the Scratch project to suit your game, animation or project.
Tinker	To explore and play with something to discover the key functions.
Variable	This could be a number or text, that can change each time the program is run and often in combination with selection to change the end result of the program.

Examples of Scratch sprites:



Scratch coding blocks and what they do:

- Motion** Move your sprite (character), change direction, point towards and position
- Sound** Play sounds, add sound effects, change volume and pitch when the sprite performs an action
- Looks** Include speech and thought bubbles, change the sprite or background appearance and sizes
- Events** Instruct to perform actions when a certain condition is met or at a specified time
- Control** Loops to repeat code, if statements for when conditions are met and cloning code
- Operators** Maths blocks, such as more than, less than, equal to, and, or and not statements; (+, -, x, ÷)
- Sensing** Respond to certain actions, such as moving the mouse pointer, questions, timers and dates
- Variables** Set a value yourself, such as a score counter
- My blocks** Create your own coding blocks! - Give them a name and add instructions

Links to other computing topics:

- Y3 – Programming Scratch
- Y5 – Programming Music (Sonic Pi)

