Knowledge Organiser - Scratch Programming

Key Terms & Definitions

1	Sequence	One of the three basic programming constructs. Instructions that are carried one after the other in order.
2	Selection	One of the three basic programming constructs. Instructions that can evaluate a Boolean expression chooses one or the other path
3	Iteration	One of the three basic programming constructs. A selection of code that can be repeated either a set number of times (count-controlled) (condition-controlled).
4	Variable	A value that can change depending on conditions or information passed to the program.
5	Boolean expression	An algebraic expression which has a Boolean value of yes and no
6	Comparison operator	Used to compare two expressions
7	Computer bug	Code that causes your computer to behave in an unexpected way
8	Debugging	Eliminating mistakes from a program so it can run efficiently
9	Subroutine	A block of code within a program that is given a unique, identifiable name and adds a function to the program
10	Decomposition	Breaking down a problem into smaller, more manageable parts in order to make the problem easier to solve
11	List	A data structure that allows multiple pieces of data under a single name
12	Sprite	sprite is a character or object in a Scratch program
13	Costume	costume is a version of a sprite
14	Backdrop	backdrop the picture behind your sprites
15	Block palette	Instructions you can select from Scratch blocks to make the sprite or its costume work

16	Coordinate	coordinate a way of describing position using two cordinates
17	x-coordinate horizontal (left to right) position	x-coordinate horizontal (left to right) position
18	y-coordinate vertical (top to bottom) position	y-coordinate vertical (top to bottom) position
19	Loops	loops a sequence of instructions that is continually
21	Variable	variable is a place where you store information in a game such as 'score' or 'count'
22	Conditional	conditional only happens in certain circumstances
23	Algorithm	a set of rules, order of instructions