

Scratch Coding Masters with Kit the Fox

Learning objective: To understand key terminology and concepts used in block-based programming within the Scratch environment.

Use these flashcards to test your knowledge of coding terms. Kit the Fox is ready to help you debug your code!

What is a Sprite?

A Sprite is an object or character in Scratch that performs actions on the stage.

What is a Script?

A Script is a collection of blocks snapped together to create a set of instructions for a Sprite.

Define an Algorithm.

An Algorithm is a precise set of step-by-step instructions or rules to complete a task or solve a problem.

What does a Loop block do?

A Loop (or 'Repeat' block) allows a set of instructions to run multiple times without having to write them out again.

What is a Variable?

A Variable is a place to store data or information, like a score or a timer, that can change while the program is running.

What is Debugging?

Debugging is the process of finding and fixing errors (bugs) in your code so that your program works correctly.

What is a Sequence in coding?

A Sequence is the specific order in which instructions are carried out, one after the other.

What is the purpose of an Event block?

An Event block, such as 'When green flag clicked', tells the computer when to start running a script.

What is a Backdrop?

The Backdrop is the image or background that appears behind your Sprites on the stage.

What do Motion blocks do?

Motion blocks are the blue blocks used to control how a Sprite moves, turns, or changes its position on the stage.