

Kit's Code-Cracking Guide to Scratch

Think like a coder, build like a creator!

- A Sprite is the character or object that you can move, colour, and animate on your stage.
- An algorithm is simply a step-by-step set of instructions that tells your computer exactly what to do.
- Scripts are created by snapping colourful blocks together, just like building with digital bricks.
- A loop is a special block that makes your code repeat an action many times without you needing to write it out again.
- The stage is the area where your project comes to life, and you can change the backdrop to set the scene for your story.
- Always remember to test your project often; if something goes wrong, look for the mistake and fix it to make your code work perfectly.

Did you know? Did you know? The first ever 'bug' in a computer was actually a real moth that got stuck inside a machine in 1947! That is why we call fixing mistakes in our code 'debugging'.

Key vocabulary: Algorithm · Sprite · Script · Loop · Backdrop · Debug