

Kit's Coding Kingdom: Mastering Scratch

Learning objective: To understand and apply key concepts of visual block-based programming within the Scratch environment.

Use these flashcards to test your knowledge of how to build algorithms and control sprites in Scratch. Kit the Fox suggests reading the term on the front and explaining the function before checking the answer on the back.

What is a Sprite?

A Sprite is an object or character in Scratch that can be programmed to move, change appearance, or interact with others.

What is an Algorithm?

An algorithm is a precise, step-by-step set of instructions or rules followed to complete a specific task or solve a problem.

Define a Script.

A script is a collection of code blocks snapped together to create a sequence of instructions for a Sprite to follow.

What does a Loop block do?

A loop block (such as 'forever' or 'repeat') allows a sequence of instructions to run multiple times without needing to write the code again.

Explain the purpose of an Event block.

An event block (like 'when green flag clicked') triggers the start of a script when a specific action occurs.

What is a Variable?

A variable is a container used to store data, such as a player's score or the number of seconds remaining in a game, which can change while the program is running.

What is Debugging?

Debugging is the process of identifying, analysing, and fixing errors (or 'bugs') within a piece of code to ensure it runs as intended.

What is a Backdrop?

A backdrop is the static image or scene that appears in the background of the Stage area to set the setting for the project.

What does 'Motion' represent in Scratch?

Motion blocks are the blue blocks used to control the physical movement of a Sprite, such as moving steps, turning, or changing X and Y coordinates.

Define a Broadcast.

A broadcast is a message sent throughout the program that tells other Sprites to perform a specific action when they receive the signal.

What is the Stage?

The Stage is the main area where your Sprites perform the actions defined in your code; it is the 'viewing window' of your final project.