

Kit's Computing Flashcards: Getting Started with Scratch

Learning objective: To identify key terms and tools used in Scratch programming for Year 4.

Read the front of each card. Can you guess the answer? Then, look at the back to check if you are right. Use the word bank to help you.

What do we call the character that moves on the screen?

Sprite

What is the name of the background image behind your character?

Backdrop

What do you click to start your computer program?

Green Flag

What is a single piece of code that you snap together?

Block

What do you call a group of blocks joined together to make the Sprite do something?

Script

Where does the Sprite perform its actions?

Stage

Which colour category is used to make the Sprite move?

Motion

Which category of blocks lets you change what the Sprite says or wears?

Looks

What is a block called that makes your code repeat again and again?

Loop

What do we call the start of a program, like 'When Green Flag Clicked'?

Event