

Kit's Creative Coding: Mastering Scratch

Step into the studio with Kit the Fox and bring your digital imagination to life!

- A sprite is any object or character on your stage that you can control using code blocks.
- An algorithm is a precise set of instructions used to complete a task or solve a problem in your program.
- Sequencing is the process of putting your code blocks in the correct order to ensure the action happens exactly as you planned.
- A loop allows you to repeat a specific set of instructions multiple times without having to rewrite the same code blocks.
- Variables act like digital containers that store information, such as your score or the timer in a game.

Did you know? Did you know? The very first computer bug was an actual moth that got stuck inside a machine in 1947! Today, 'debugging' means finding and fixing errors in your code, so your project runs perfectly.

Key vocabulary: Sprite · Algorithm · Sequence · Loop · Variable · Debugging · Broadcast