

Kit's Code-Cracking Guide to Scratch

Get creative and start coding with Kit the fox—drag, snap, and bring your ideas to life!

- **An algorithm is a precise set of instructions used to solve a problem or complete a task.**
- **Sprites are the characters or objects that move and interact on your stage.**
- **A sequence is the specific order in which your blocks of code are executed.**
- **Loops allow you to repeat a block of code multiple times without needing to write it out again.**
- **Variables act like digital containers that store information, such as a player's score or a timer.**
- **Events, such as 'When Green Flag Clicked', tell your code exactly when to start running.**

Did you know? Did you know? The very first computer 'bug' was actually a real moth that got stuck inside a machine in 1947! Today, when we 'debug' our Scratch projects, we are simply fixing mistakes in our code to make our sprites move exactly how we want them to.

Key vocabulary: Algorithm · Sprite · Stage · Sequence · Loop · Variable · Debug