

Mastering Scratch: Computing Flashcards with Kit the Fox

Learning objective: To understand core computational concepts including algorithms, variables, selection, and repetition within the Scratch programming environment.

Use these flashcards to test your knowledge of Scratch programming. Kit the Fox suggests reading the definition carefully and thinking about how each concept helps build a complex digital project.

Algorithm

A precise, step-by-step set of instructions designed to perform a specific task or solve a problem.

Variable

A placeholder in a program used to store data, such as a player's score or health level, which can change during the project.

Loop

A programming structure that repeats a specific sequence of blocks multiple times until a condition is met.

Selection

A decision-making process in code, often using 'if-then' blocks, that allows the program to choose between different paths based on a condition.

Sprite

An object or character in the Scratch environment that can be programmed to move, change appearance, or interact with others.

Stage

The background area where the sprites perform their actions and the final project is displayed to the user.

Broadcast

A message sent from one sprite to others to trigger an action or coordinate events across different parts of the code.

Debugging

The systematic process of finding and fixing errors (bugs) within a computer program to ensure it functions as intended.

Sequence

The specific order in which instructions are executed, one after the other, from top to bottom.

Condition

A logical statement that must be true or false, used to determine whether a block of code should run.