

Kit's Code-Cracking Guide to Scratch

Snap your blocks together and bring your imagination to life!

- **What is an algorithm?** It is a precise sequence of instructions designed to complete a specific task or solve a problem.
- **How do 'Events' work?** Events, such as 'When green flag clicked', act as the trigger that tells your code exactly when to start running.
- **Why do we use 'Loops'?** Loops, like 'Repeat' or 'Forever', allow us to run the same set of instructions multiple times without having to write them out again.
- **What is a 'Variable'?** A variable is a container in your code that stores changing information, such as a player's score or the time remaining in a game.
- **How does the 'Stage' use coordinates?** The stage is a grid where the X-axis represents horizontal movement and the Y-axis represents vertical movement, allowing for precise sprite positioning.

Did you know? Did you know? The very first computer 'bug' was a literal moth found stuck inside a large mechanical relay in 1947! Today, when we 'debug' our Scratch projects, we are simply removing errors from our code to make sure our sprites move exactly how we want them to.

Key vocabulary: Algorithm · Sprite · Stage · Loop · Variable · Debugging · Event · Coordinate