



Attribute

characteristics and that we give to a Sprite.

background

by changing this you can change the appearance of the stage

blocks

to tell a sprite what to do such as move, play music or react, you use these

blocks palette

area that contains the basic blocks for programming your sprites (left column)

costume

to change the look of a sprite you give the sprite a different .

paint editor

to create or edit costumes and backgrounds you use this

scripts

a series of instructions run from top to bottom

scripts area

you drag blocks in, snap them together in a sequence (center column)

sequence

serial arrangement in which things follow in logical order or a recurrent pattern

sprite

a user defined object (character) a character that you can program and edit

stage

where you see your stories, games, and animations come to life. (right column)

Looks category, motion category, etc.: the different tabs that contain the blocks

Green flag: the button that usually starts a project

X_Y_: the coordinates on the stage where you want the sprite to move to

What is SCRATCH?

Name _____ Class _____

Team _____ Computer _____ Date _____



Vocabulary

What is a Boolean Expression?

What is a Code Block?

Define a Loop.

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