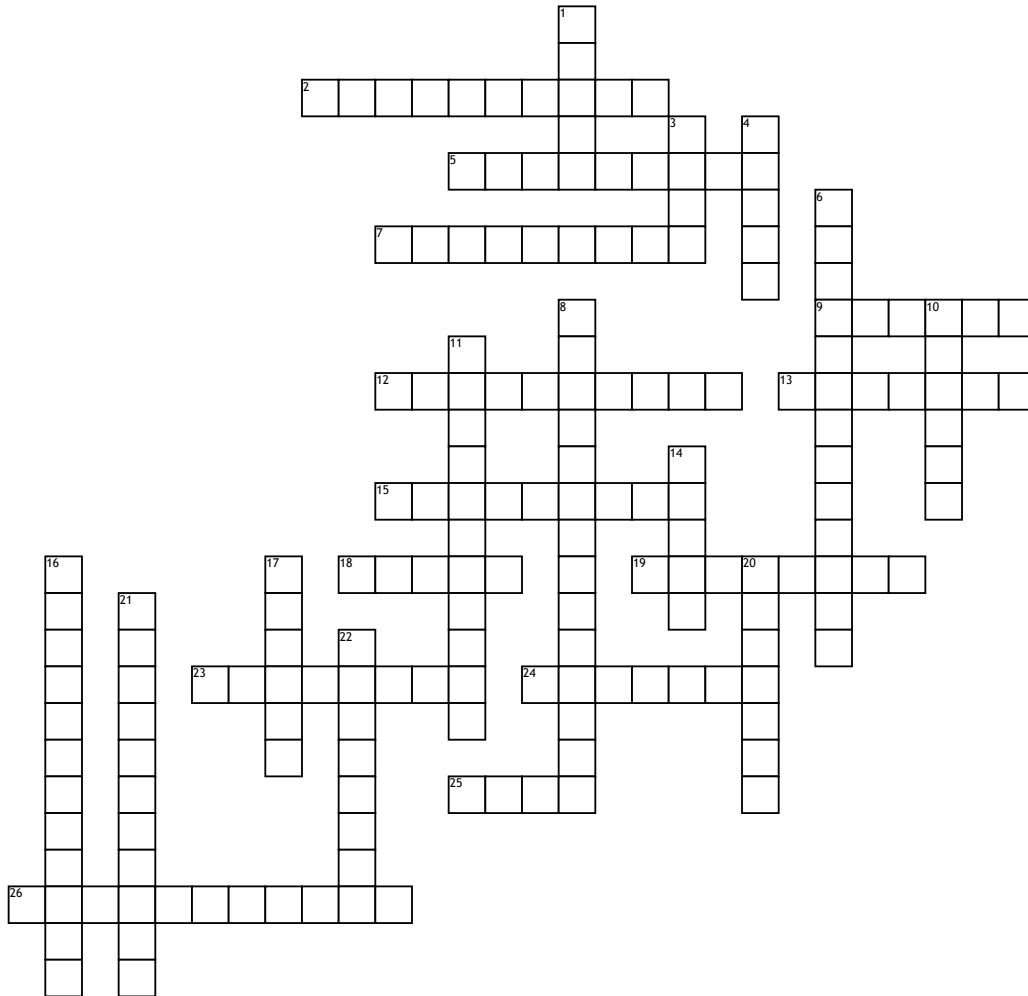


# Scratch Terms



## Across

2. A set of Scratch code blocks that are triggered when particular events happen.
5. The set of Scratch code blocks that control and access variables.
7. A simple way to create a copy of a sprite in Scratch
9. An object that moves around the screen
12. Part of the lower left of the Scratch screen where you select a sprite to add code to or change its appearance.
13. A computer language that uses blocks of code to make a program
15. A series of pictures that are shown one after the other to give the illusion of movement.
18. The area at the top left of the Scratch screen where you can watch your sprites move about.

19. A sequence of code blocks created to do something, such as move a sprite in a particular way, every time the function is run or "called".
23. A value or piece of information stored by a computer program. Like a score
24. The set of commands that tell a computer how to do something such as play a game.
25. A sequence of code blocks repeated a number of times
26. The position of an object determined by its x and y values

## Down

1. One or more copies of a Scratch sprite.
3. A series of instructions or commands
4. How fast an object moves forward. In Scratch, we use negative values to move objects backward
6. A set of commands that simulate the way a real object behaves.

8. The set of Scratch code blocks that deals with calculations and comparing values

10. A common form of selection in coding, where command(s) are run if something is true
11. The part of the right-hand side of the Scratch screen that is used to draw sprites and backgrounds
14. An action that tells a program to do something
16. The set of Scratch code blocks that detect when specific keys are pressed or where a mouse is
17. The unit of measuring the angle an object turns.
20. A word or code block that tells the computer what to do.
21. The right-hand side of the Scratch screen where code blocks are dragged to create programs
22. A system of commands that tell a computer how to do things

## Word Bank

|               |             |                |                 |           |              |
|---------------|-------------|----------------|-----------------|-----------|--------------|
| language      | stage       | event group    | sprite          | variable  | function     |
| code          | coordinates | code group     | command         | speed     | scripts area |
| sensing group | if then     | physics engine | operators group | degree    | loop         |
| input         | Scratch     | drawing area   | clone           | animation | program      |
| duplicate     | sprite pane |                |                 |           |              |