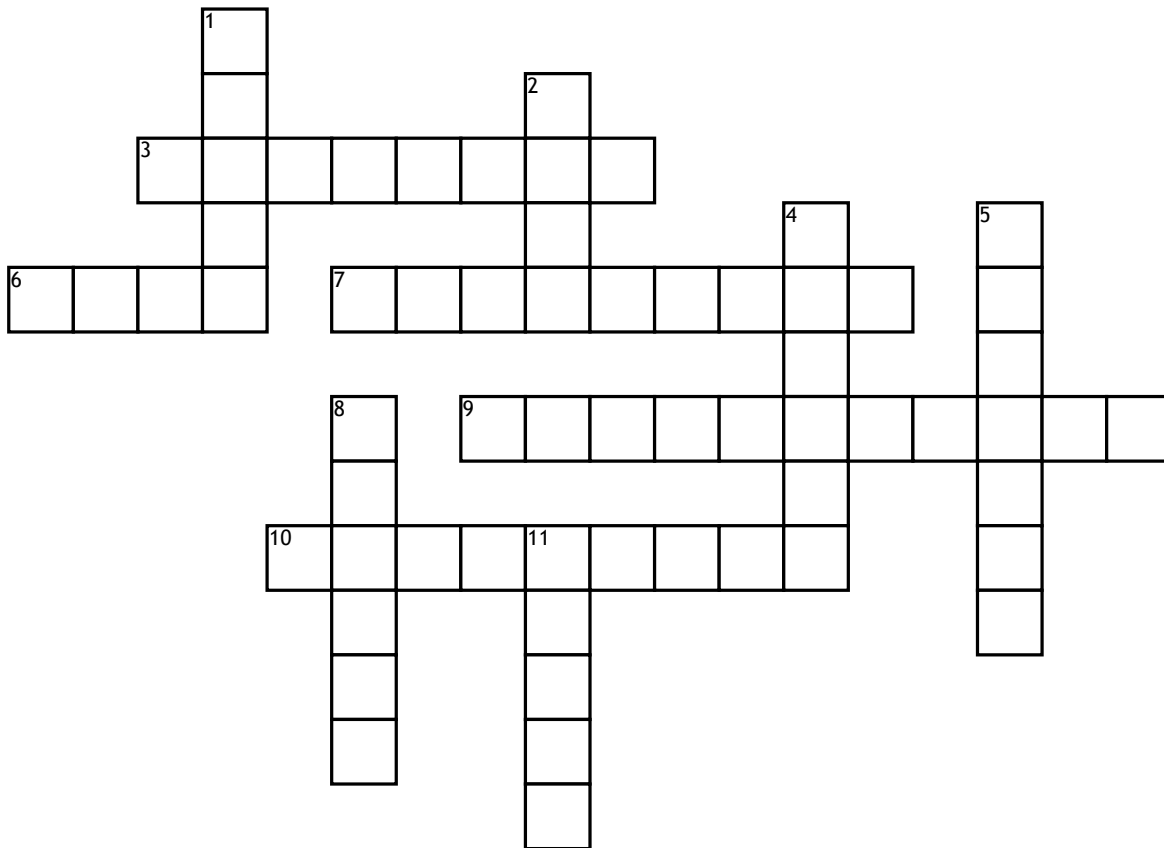


Using Scratch



Across

3. A changeable value recorded in Scratch's memory
6. The drop down menu used to save work in Scratch
7. The environment of the Scratch program which divides the screen up into several panes
9. X is horizontal and y is vertical
10. A message sent to activate receiving scripts

Down

1. The area where you work and see the animations
2. What colour are the motion blocks?
4. A sequence of instructions which tell the sprite what to do
5. This block changes the way a sprite looks
8. What is each object called?
11. When you remove errors from a programme