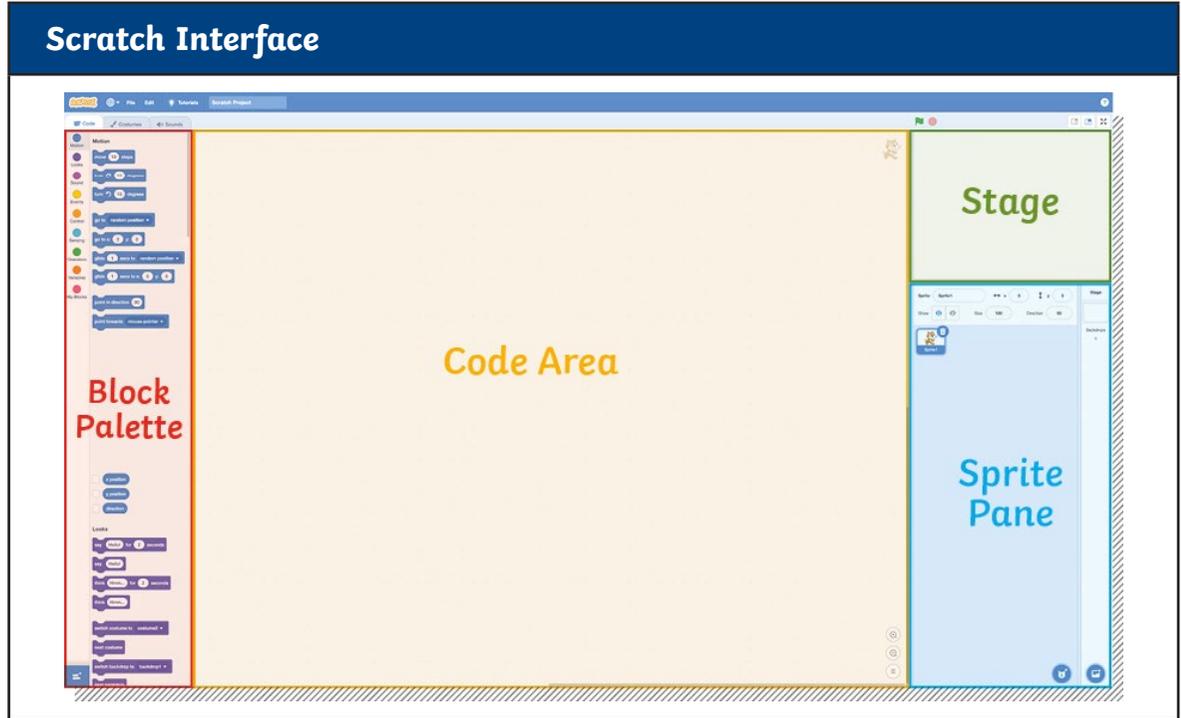


Key Vocabulary	
algorithm	A sequence of ordered instructions. In Scratch, algorithms are referred to as scripts.
block	A puzzle-shaped piece of code . They can connect to other blocks to create algorithms .
code	A set of instructions written in a programming language that a computer can understand.
debugging	Debugging is where you find, remove or correct errors in computer code .
repetition	When a command or process is repeated.
sequence	A sequence is a set of instructions carried out in a particular order, in an algorithm .
variable	A value that can be recorded in the memory of Scratch. A variable can be edited.

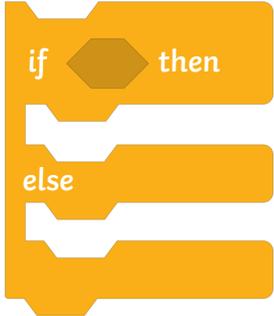


Block Categories

		
Motion	Events	Operators
		
Looks	Control	Variables
		
Sound	Sensing	My Blocks

Control Blocks

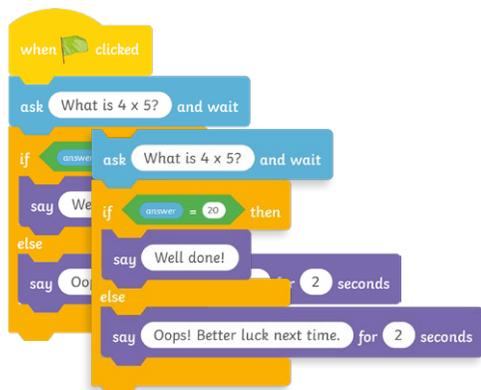
Use the **if...then...else...** blocks to determine the outcome of a condition.



An **Operators** block can be placed inside the hexagonal space.

Duplication

To avoid creating each question block by block, you can make an exact copy of the sequence of blocks. This is called duplication. Right-click on a section of code and then select 'duplicate'.



Operators and Variables

In Scratch, we can use the green, hexagonal Operators blocks to compare variables and values as well as work out calculations.



Here you can insert an answer Sensing block to make this statement true.

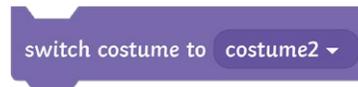


Use this block to multiply two numbers together.

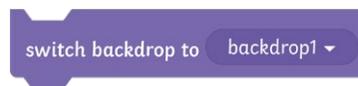
Scores and timers can be made by creating a new variable.



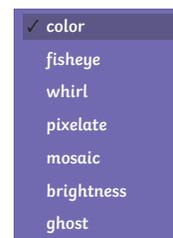
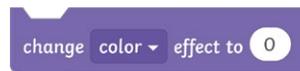
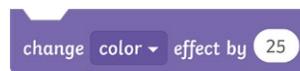
Adding Effects to Sprites and Backdrops



Use this block to switch a sprite's Costumes.



Use this block to switch between different backdrops.



Use these blocks to alter the size, colour or other effects of a sprite. These types of effects could be used when a sprite successfully answers a question or when they win in the quiz.



Use these blocks to increase and decrease the size of a sprite.



Use this block to clear any changes made to the sprite or backdrop.