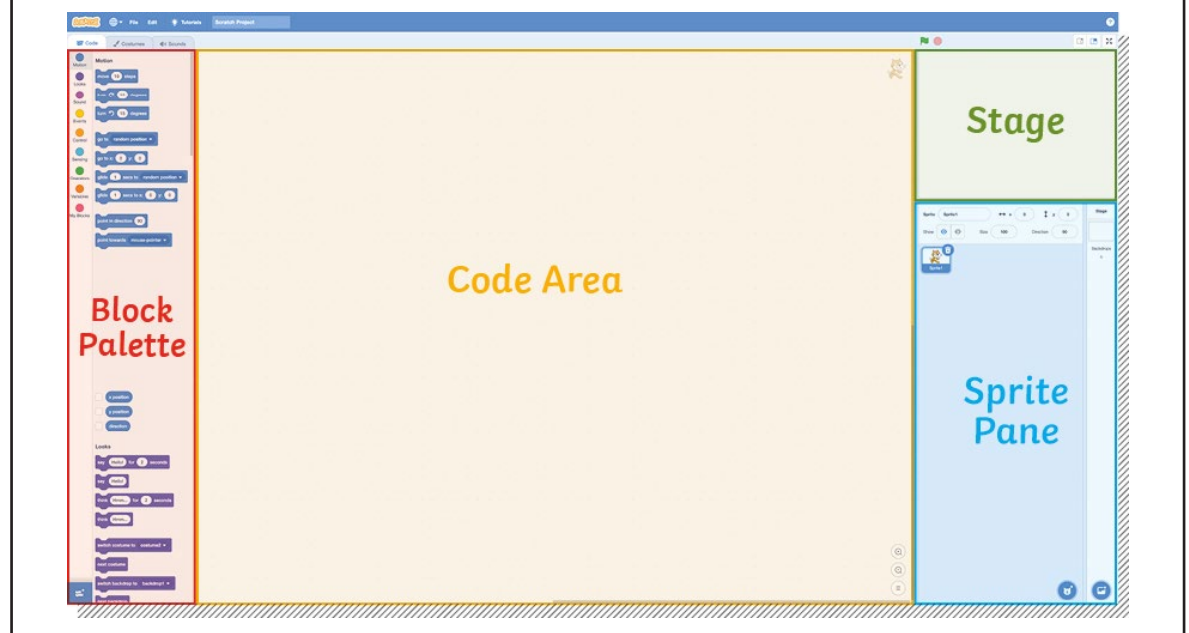


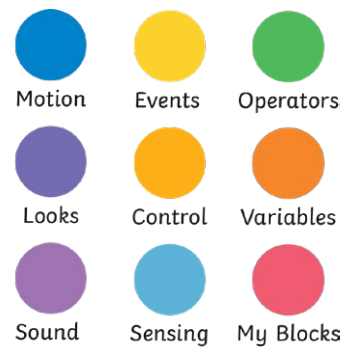
Key Vocabulary

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.

Scratch Interface



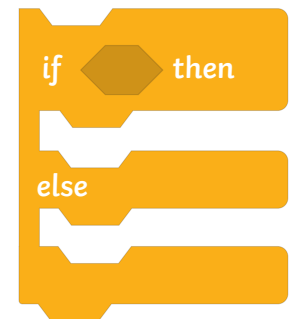
Block Categories



Control Blocks

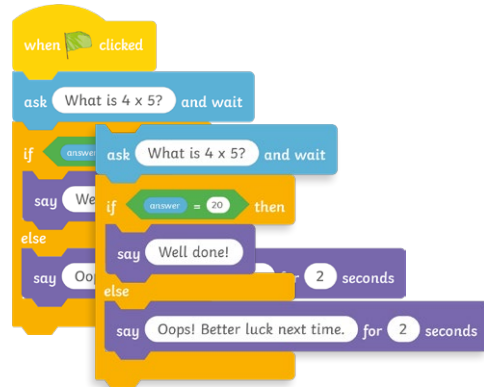
Use the **if...then...else...** **blocks** to determine the outcome of a condition.

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.

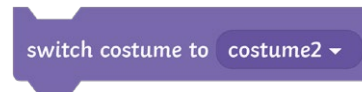


Use this **block** to multiply two numbers together.

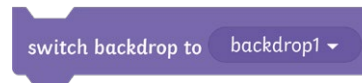
Scores and timers can be made by creating a new **variable**.



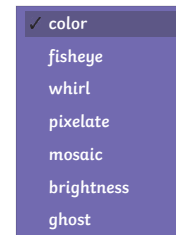
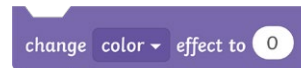
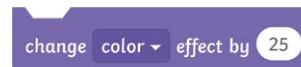
Adding Effects to Sprites and Backdrops



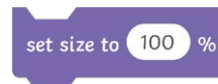
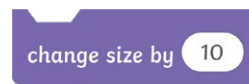
Use this **block** to switch a sprite's **Costumes**.



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.