

Key Vocabulary

abstraction: computational thinking approach to managing complexity by simplifying things through identifying what is important, and what detail can be hidden

algorithm: a sequence of precise instructions or steps (sometimes a set of rules) to achieve an objective

computational thinking: a way of looking at problems so that the solution can be automated using a computer

input: data supplied to a computer – in this case, it is a mouse click, keyboard press or tapping on a tablet

output: information produced by a computer – in this case, it is moving sprites on a screen

parallel processing: when programs run (or appear to run) simultaneously

pattern recognition: computational thinking approach in which common aspects of how a system behaves are used to simplify implementing solutions

remix: to take a project and make changes to its source code

repetition: programming construct which allows a group of instructions to be repeated a number of times, or until a certain condition is met

Scratch: simple, block-based programming language in which programs for characters are built by snapping together code blocks

source code: the code that a particular program follows; the instructions or rules that determine what happens in a game or other application

sprite: a graphical character in a program that can be given its own sequence of instructions