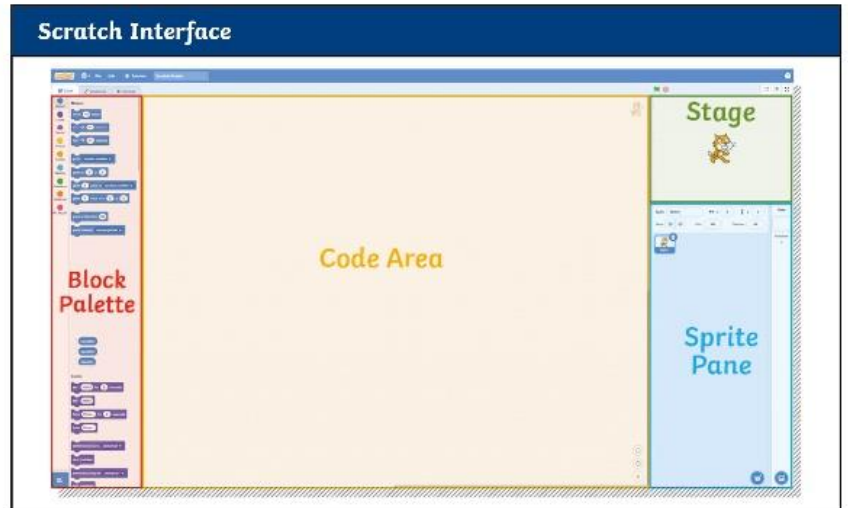


Key Vocabulary	
algorithm	A sequence of ordered instructions. In Scratch, algorithms are referred to as scripts.
block	A puzzle-shaped piece of code. They can connect to other blocks to create algorithms .
code	A set of instructions written in a programming language that a computer can understand.
debugging	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	Control Blocks
<ul style="list-style-type: none"> Motion Looks Sound Events Control Sensing Operators Variables My Blocks 	<p>Use the if...then...else... blocks to determine the outcome of a condition.</p> <p>An Operators block can be placed inside the hexagonal space.</p>

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.