

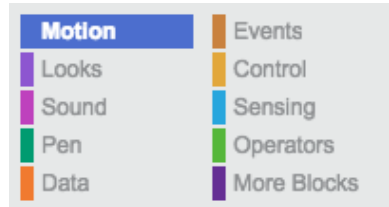
What is Scratch?

Scratch is a visual **programming language** that allows you to create programs by dragging blocks of scripts.



Block menu

The block menu helps users pick which scripts they need to control various aspects of a program.



Variables

A variable is used to store data for use in your program.

Variables can be used to store lots of different types of data such as names, numbers and scores.



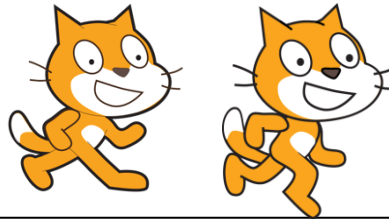
The data stored in a variable can be changed or "varied" depending on certain conditions within a program.



Sprites

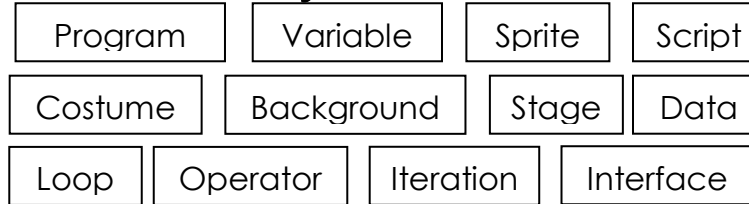
A **sprite** is a character or object in your game or animation.

In order to give the impression that a character is moving you can change the sprites' **costume**.



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Key Words



Loops

Loops are used as a way of repeating instructions. Also known as **iteration**.



Repeats a certain number of times.

Repeats an instruction forever.

IF Statements

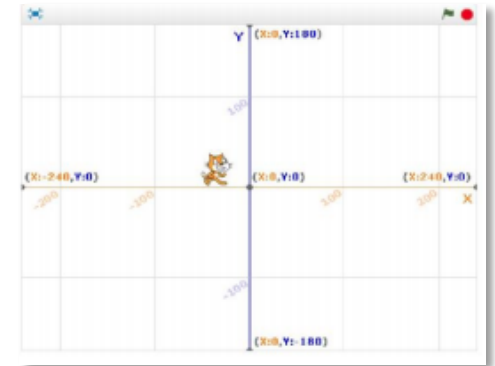
IF statements can be used to select different scripts of a program depending on a condition .

Also known as **selection**.



Stage

The stage is the background of the project. Scratch uses co-ordinates to position different elements around the screen.



Different backgrounds can be imported or you can create your own.



Operators

Operators are used for **changing** or **comparing** data.

They can **add**, **subtract**, **multiply** and **divide** data



They can also check if values are **less than**, **greater than**, or **equal to** other values.



Scratch interface

An **interface** is what a user will interact with in order to use it. Below is the Scratch interface labelled to show what each key part does.

