

Exploring Robotics with GrovePi Introduction to Scratch

Introduction to Scratch - Vocabulary

- **Program** - a set of instructions that tell a computer what to do.
- **Programmer** - a person who creates computer programs
- **Programming** - the act or job of creating computer programs
- **Project** - a planned piece of work that has a specific purpose (such as to find information or to make something new)
- **App or Application** – a program (as a word processor or a spreadsheet) that performs one of the major tasks for which a computer is used
- **Software** - the programs that run on a computer and perform certain functions
- **Algorithm** - a sequence of instructions that can be processed by a computer.
- **Scratch** – a programming language and online community where you can create your own interactive stories, games, and animations -- and share your creations with others around the world. In the process of designing and programming Scratch projects, young people learn to think creatively, reason systematically, and work collaboratively. It was developed by the Lifelong Kindergarten Group at the MIT Media Lab.
- **Scratch Project Editor** – the application that is used on the Raspberry Pi to create Scratch programs.
- **Sprite** - characters or pictures that you can make move or say things or change what they look like. Sprites are either user-created, uploaded, or found in the sprites library, and are the objects that perform actions in a project.
- **Stage** –the area of the screen where the action occurs in a Scratch program. Also the background of the project, but it can have scripts, backgrounds, and sounds, similar to a sprite.
- **Costume** – pictures used to change how a Sprite looks, or to animate a Sprite.
- **Block** – puzzle-piece shapes that are used to create code in Scratch. The blocks connect to each other like a jigsaw puzzle, where each data type (event, command, reported value, reported boolean, or script end) has its own shape and a specially shaped slot for it to be inserted into.
- **Script** - A series of connected blocks that perform a specific function.
- **Hat Block** - the blocks that start every script. They are shaped with a rounded top and a bump at the bottom — this is so you can only place blocks below them.
- **USB thumb drive** - an external flash drive, small enough to carry on a key ring, that can be used with any computer that has a USB port. It is used to save files.

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- (source: merriam-webster.com/dictionary and google)