Classes:

Can be used of duplication of stuff which behaves in a similar manner

Objects:

Can be said to be a clone created from class.

Self:

Any variable belonging to the single object / clone of Class rather than every clone of the class

Sprite Object:

Holds things like Costumes, position, dimensions etc.

Events:

Key presses and mouse hovers

Dictionary:

Key value pairs- use using keys to obtain stored data mapped to keys