1.	**animation**	A series of images shown one after another, to make it look as if things are moving.
2.	**backdrop**	In Scratch, the picture in the background of the stage.
3.	**backdrop library**	In Scratch, a list of available backdrops.
4.	**backpack**	Part of a a Scratch account where you can store sprites, backdrops and scripts to use later.
5.	**binary**	A system of counting with 1s and 0s, used by all computers.
6.	**bitmap**	In computing, an image made up of individual dots of colour or pixels. In Scratch, a painting mode which lets you draw pixel by pixel.
7.	**block**	In Scratch, a unit of code which can be put together with other blocks to make a script.
8.	**block menu**	In Scratch, a group of blocks of a particular kind, such as Motion (movement) or Looks (appearance).
9.	**Boolean block**	In Scratch, a reporter block with only two options: true/yes or false/no.
10.	**Boolean logic**	A way of working things out, used by all computers, which involves breaking decisions down into simple yes/no questions.
11.	**BPM**	Beats per minute, used to measure the tempo of music.
12.	**broadcasting**	In Scratch, sending a message from one part of the code to another.
13.	**bug**	An error in code which stops a program from running properly.
14.	**byte**	A unit used to measure amounts of computer data.

15.	**C-block**	In Scratch, a block which wraps around other blocks to form a C-shape, such as loops and if... blocks. The shape helps to control syntax and make the structure clear.
16.	**cap block**	In Scratch, a block which finishes or 'caps' a script; these blocks can't have another block added below.
17.	**clear**	To wipe clean or delete something, usually from the screen.
18.	**click**	Selecting something by clicking the mouse button (always the left mouse button, unless it says 'right click').
19.	**clone**	An identical copy. In Scratch, it means a copy of a sprite.
20.	**code**	Instructions written in computer language, telling a computer what to do.
21.	**coding**	Writing instructions for a computer.
22.	**computer**	A machine designed to follow instructions and process data; this is sometimes described as taking input and turning it into results or output.
23.	**computer language**	A language designed for computers, with a set word list and syntax; Scratch is one example.
24.	**computer logic**	The basic rules which all computers follow.
25.	**condition**	In computing, something which a computer must consider before making a decision. In Scratch, conditions are set by Boolean blocks.
26.	**conditionals**	Instructions which tell the computer to react differently to different conditions, such as 'if' or 'repeat until'.
27.	**constant**	In computing, a piece of data which is fixed (the opposite of a variable).
28.	**Control menu**	

		In Scratch, a group of blocks used to control other blocks or scripts.
29.	**coordinates**	A way of dividing an area into a grid and measuring distances, so you can find things by how far left/right (x coordinate) and up/down (y coordinate) they are.
30.	**costumes**	In Scratch, different versions of the same sprite.
31.	**cropping**	Trimming the edges of a picture.
32.	**cursor**	The flashing line which shows where your typing will appear on-screen. Also sometimes used as another name for the mouse-pointer.
33.	**custom block**	In Scratch, a single block which can contain a whole set of others. You can make your own custom blocks in the More Blocks menu.
34.	**data**	Information used by a computer. Any data that might change must be labelled -- usually by creating variables of lists. A piece of data that does not change is sometimes described as a constant.
35.	**Data menu**	In Scratch, a group of blocks used to deal with variables and lists.
36.	**debugging**	Fixing code to remove errors or bugs.
37.	**delete**	To remove something from the computer's memory.
38.	**double-click**	To click the left mouse button twice.
39.	**download**	To save something from a website onto a computer.
40.	**drag**	In computing, to move an item while holding down a mouse button. In racing, a force which slows things down.
41.	**drop-down-menu**	A list of options which appears when you click.

42.	**duplicate**	Create an identical copy.
43.	**ellipse**	A round or oval shape.
44.	**Event menu**	In Scratch, a group of blocks used for starting and stopping scripts.
45.	**Extension**	In Scratch, extra blocks which can be added to control certain electronic toys.
46.	**file**	A set of information save on a computer. Different types of files have different letters or file extensions at the end.
47.	**file extension**	The set of letters after the dot in a file name, which tells the computer what kind of information is in the file. For example, .jpg is an image and .wav is a sound.
48.	**file name**	What you call a file when you save it on a computer.
49.	**flow chart**	A type of diagram which can be used to plan each step of a program.
50.	**folder**	A way of grouping together different computer files when you save them.
51.	**font**	A style of lettering.
52.	**graphic effects / special effects**	Effects which change the appearance of a picture.
53.	**green flag button**	In Scratch, starts all scripts with a 'when green flag clicked' start block.
54.	**start blocks / hat blocks**	In Scratch, these activate all the blocks attached underneath them.
55.	**icon**	In computing, a small picture which represents something, such as a file or a set of controls.
56.	**if/else**	

		In computing, a conditional instruction which tells the computer what to do in two situations.
57.	**if/then**	In computing, a conditional instruction which tells the computer what to do in two situations.
58.	**infinite scroller**	A type of game which carries on until the player makes a mistake.
59.	**input**	Information or instructions which you put into a computer.
60.	**internet**	A huge network which allows computers around the world to communicate with each other.
61.	**keywords**	Instruction words with a fixed, precise meaning for the computer, such as 'move' or 'play'.
62.	**landscape icon**	In Scratch, the button which opens the Backdrop library.
63.	**layers**	A way of dividing pictures so that some parts appear in front of others.
64.	**level**	A challenge to complete in a computer game.
65.	**list**	A way of organising any number of pieces of information for a computer.
66.	**logging in**	Accessing a computer account by entering a username and password.
67.	**Looks menu**	In Scratch, a group of blocks used to change how things appear on the stage.
68.	**loop**	A section of code which repeats.
69.	**megabyte (MB)**	Just over on million bytes (1,048,576) bytes.
70.	**menu**	A list of options.
71.	**messaging**	In computing, sending information between different parts of a program; in Scratch, this is done by broadcasting.

72.	**Microphone icon**	In Scratch, the button which allows you to record sounds.
73.	**More Blocks menu**	In Scratch, a block menu which allows you to create your own custom blocks.
74.	**Motion menu**	In Scratch, a group of blocks used to move sprites around the stage.
75.	**mouse-pointer**	The arrow you see on screen, which is controlled by moving the mouse.
76.	**My Stuff**	If you have a Scratch account, this is where your projects will be saved.
77.	**nested loop**	A loop inside a loop.
78.	**offline**	When a computer is NOT connected to the internet.
79.	**online**	When a computer is connected to the internet.
80.	**Operators menu**	In Scratch, a group of blocks used for doing mathematics and setting out conditions with Boolean logic.
81.	**output**	The results you get from a computer.
82.	**paintbrush icon**	In Scratch, the button which brings up the painting tools.
83.	**painting tools**	In Scratch, a set of tools which allow you to create your own sprites and backdrops.
84.	**palette**	In computing, a display of available options (usually colours).
85.	**Pen menu**	In Scratch, a group of blocks used for drawing with sprites.
86.	**pixelate**	A graphic effect which breaks up a picture into large coloured dots.
87.	**pixels**	The coloured dots which make up the picture on a screen.

88.	**program**	A set of instructions in computer language, which tells a computer what to do.
89.	**random**	Not decided by a pattern or system, so it's impossible to predict.
90.	**red button**	In Scratch, this stops all scripts.
91.	**remix**	In Scratch, a new version of a project, in which the code has been altered.
92.	**repeat forever**	In computing, an instruction which makes a section of code repeat endlessly. In Scratch, this is done by a C-block.
93.	**repeat until**	In computing, an instruction which makes a section of code repeat until a certain condition is met. In Scratch, this is done by a C-block with a conditional.
94.	**reporter block**	In Scratch, a block used inside another block, and which contains a value (such as a variable or a string) which it then 'reports' to the block around it.
95.	**right-click**	To click the right-hand mouse button.
96.	**rotation style**	In Scratch, the way a sprite turns around if it reaches the edge of the stage.
97.	**routine**	In computing, a named, reusable section of code; in Scratch, this is done by custom blocks.
98.	**run**	To set a program or script going.
99.	**save**	To store computer files so you can use them again later. With Scratch, you can do this online in your Scratch account or offline on your computer.
100.	**Scratch**	A computer language designed especially to teach beginners about coding.

101. **Scratch account**	A way of using Scratch online, which allows you to store your projects and share them with others.
102. **Scratcher**	A person who uses Scratch.
103. **screen refresh**	When a computer updates the picture on screen.
104. **script**	In Scratch, a set of instructions made by stacking blocks of code together.
105. **script area**	In Scratch, the part of the screen where you stack up blocks of code into scripts for a selected sprite.
106. **scroll**	Move around the visible part of the screen, usually by sliding a bar on the right and another at the bottom.
107. **Sensing menu**	In Scratch, a group of blocks which make sprites react to certain conditions.
108. **slider**	A button which enables you to move smoothly through a range of numbers.
109. **Sound menu**	In Scratch, a group of blocks which control music and sound effects.
110. **Sounds Library**	In Scratch, the sounds available to use.
111. **speaker icon**	In Scratch, the button which opens the Sounds Library.
112. **sprite**	In Scratch, the part of the screen where you can see all the sprites used in a project.
113. **sprite icon**	In Scratch, the button which opens the Sprite Library.
114. **Sprite Library**	In Scratch, a list of the sprites available to use.
115. **stack**	In Scratch, a set of blocks that have been joined together.
116. **stack block**	In Scratch, an ordinary rectangular block which accepts other blocks above and below.

117. **stage**	In Scratch, this is where you see your code run. It also has its own code area where you can attach scripts to control backdrops and background effects.
118. **start blocks**	In Scratch, these activate all the blocks attached underneath them. Also called 'hat blocks'.
119. **start screen / title screen**	The first screen you see in a computer game.
120. **string**	In computing, a sequence of letters or numbers that the computer treats as characters (that is, not as a number).
121. **syntax**	A way of setting out code so a computer will be able to understand it.
122. **tempo**	The speed of music, measured in beats per minute (BPM).
123. **Text tool**	In Scratch, a painting tool which allows you to add letters to your picture.
124. **upload**	To send data or files from you computer to somewhere else, usually so the contents can be used or viewed online.
125. **username**	A name you use to register for an online service, such as a Scratch account.
126. **variable**	A way of labelling information for a computer so it can keep track of items that might change.
127. **vector image**	In computing, an image made up of individual shapes. In Scratch, a painting mode which lets you draw with shapes.
128. **webcam**	A camera connected to a computer.
129. **website**	A page (or group of pages) which you can look at on the Internet.

130. **window**	In computing, a framed screen displaying the information for one program.
131. **x coordinate**	A number which decides how far left or right across the grid (in Scratch, the stage) that something appears.
132. **y coordinate**	A number which decides how far up or down on a grid (in Scratch, the stage) something appears.
133. **zoom in**	Make a picture larger, so you can see more detail.
134. **zoom out**	Make a picture smaller, so you can see more of it.