MODULE 3 • VOCABULARY 1

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hides the sprite on the stage if it is currently shown

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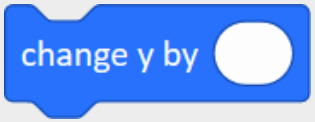
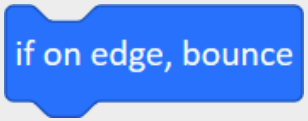
shows the sprite on the stage if it is currently hidden

- 

changes the **y position** of the sprite by a specified amount

- 

checks if the sprite is touching the edge of the stage and if true reverses the direction the sprite is pointing

- **animation**
is an illusion (usually of a movement) created by showing different costumes in sequence

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repeats the blocks inside it ‘forever’ (until the red stop sign is clicked)