■ **sprite**   an object we control by our blocks and scripts e.g. a Tile

■ **stage**   the area where you can see the sprites

■ **block**   a command which tells the sprite what to do it can be **run** by clicking on it

■ *[stamp block]*   a block which tells the sprit to print its image on the stage

■ **hat block**   like *[when ⚑ clicked]* . It is always placed at the top of a script

■ *[turn ↻ ◯ degrees]*   a command which makes the sprite change its **direction**

■ *[move ◯ steps]*   a command which makes the sprite change its **position**

■ **script**   a sequence of blocks snapped together, a program it can be **run** by clicking on any part of the script

■ **debugging**   the process of fixing or improving a program (i.e. scripts)