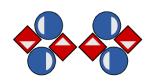


hat block

script

debugging

## MODULE 1 • VOCABULARY 1



| S | sprite | an object we control | by our blocks and | scripts e.g. a Ti |
|---|--------|----------------------|-------------------|-------------------|
| 3 | sprice | an object we control | by our blocks and | scripts e.g. a    |

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

a block which tells the sprit to print its image on the stage

like when like clicked. It is always placed at the top of a script

a command which makes the sprite change its direction

a command which makes the sprite change its position

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

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