

Core4 Concept	Technical Definition	Real-Life Analogy	Python Example	Scratch Example
Variables	a variable is a value that can change, depending on conditions or on information passed to the program	Time	CRASH = "" Something broke ""	Set score to 0 Score increases by 1
Loops	a loop is a sequence of instructions that is continually repeated until a certain condition is reached	I'll do this task three times in the order the steps are presented to me	For loop and nested loops	Repeat _ times forever
Conditionals	conditionals are features which perform actions depending on whether a programmer-specified boolean condition evaluates to true or false	If I turn 16, then I can get my driver's license	If user_input = "stay": Print (hide)	If, then, else statements
Functions	A function is a body of code that returns a value	Reusable code	def func1() value=1 Return value	When sprite clicked Play sound pop