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| **Core4 Concept** | **Technical Definition** | **Real-Life Analogy** | **Python Example** | **Scratch Example** |
| **Variables** | A value that can change, depending on conditions or on information passed to the program | Time | X  -Define X | X  -Define X |
| **Loops** | A programming structure that repeats a sequence of instructions until a specific condition is met. | Doing a workout circuit 5 times in a row. | For loops and nested loops | Repeat \_\_\_ times  Forever |
| **Conditionals** | Features of a programming language, which performs different computations or actions depending on whether a programmer-specified boolean condition evaluates to true or false. | If it is raining, then I don’t water the plants | If user\_input, then print ( ) | If\_\_\_\_\_\_  then\_\_\_\_\_  else\_\_\_\_\_ |
| **Functions** | A named procedure that performs a distinct service | Reusable code | Def func1( )  value =1  Return value | When sprite clicked  Play sound pop |