

Lower Elementary Quick-Reference Guide

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Basic Computer Science Concepts

Concept	Definition
Programming	Programming is the ability to create sets of instructions for a computer to follow.
Sequence	A sequence is the specific order of instructions in a program. Multiple sequences can run at the same time.
Events	Events are circumstances that cause, or trigger, some code to run in a program.
Loop	A loop is a programming structure that repeats one or more commands (to program patterns).
Background	A picture behind your characters that shows where your story is happening, like a park or outer space.
Character	An object or actor we can give instructions to.
Page	A scene in a program - each page has a background and characters.
Debug	To fix a problem in a program.

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Programming Blocks

Category	Blocks	Function
Movement Blocks		Move characters
Events Blocks		Start a sequence of code
Message Events		Tell other characters to run a sequence
Appearance Blocks		Change characters' appearance
Sound Blocks		Play or record a sound
Control Blocks		Control parts of a program
Repeat Loop		Repeat the blocks inside a set number of times
End Block		End a program
Forever Loop		Repeat a sequence forever
Go to Next Page Block		Switch to the next page