**Here's a list of basic scratch vocabulary for SCRATCH. Students will be given a vocabulary quiz on these terms. Learning the basic terminology of a programming language can help with any learning curve needed in programming. Please answer on document the following vocab by using the internet to define each term used in programming – GRADED INDIVIDUAL ASSIGNMENT.**

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1. Actor:
2. Animated GIF:
3. Backdrop:
4. Blocks:
5. Boolean:
6. Brightness:
7. Broadcast Message:
8. Cloning:
9. Code Block:
10. Collision:
11. Compression:
12. Conditional Logic:
13. Coordinates:
14. Costumes:
15. Data:
16. Debugger:
17. Decimal:
18. Drawing:
19. Endless Loop:
20. Event Handling:
21. Fisheye:
22. Ghost:
23. Global Variable:
24. Gradient:
25. Hat Block
26. HTML (Hyper Text Markup Language): *The Language of Web Pages on the World Wide Web. It describes the structure of web pages using mark-up. HTML elements are the building blocks of HTML pages.*
27. IDE (Integrated Development Environment):
28. Integer:
29. Java: *A popular web-based programming language that is a prerequisite for executing a Scratch application on the Scratch website.*
30. Local Variable:
31. Logical Error:
32. Looks Blocks:
33. Loop:
34. Monitor:
35. Mosaic:
36. Motion Blocks:
37. MP3:
38. Nest:
39. Numbers Blocks:
40. Order of Precedence:
41. Paint Editor:
42. Pen:
43. Pen Blocks:
44. Pixel:
45. Project:
46. Real Number:
47. Repeat Blocks:
48. Reporter Block:
49. Rotation Center:
50. Run-time Error:
51. Scope:
52. Scratch - *Programming language based on graphical code blocks. Scratch is a programming language that makes it easy to create interactive art, stories, simulations, and games -- and share those creations online.*
53. Scratch Board:
54. Script:
55. Sensing Blocks:
56. Sound Blocks:
57. Speech Bubble:
58. Sprite:
59. Squeak:
60. Stack Blocks:
61. Stacks:
62. Stage:
63. String:
64. Tempo:
65. Thought Bubble:
66. Troubleshooting:
67. Variable:
68. Variable Scope:
69. Variables Blocks:
70. Volume:
71. Wave:
72. Whirl:

**Eight Categories of Scratch Blocks**

Scratch provides access to over 100 code blocks. These code blocks are organized into eight categories and are made available on the blocks palette. Each of these categories of code blocks is described in the following list:

* **Motion**. Code blocks that control sprite placement, direction, rotation, and movement.
* **Looks**. Code blocks that affect sprite and background appearance and provide the ability to display text.
* **Sound**. Code blocks that control the playback and volume of musical notes and audio files.
* **Pen**. Code blocks that can be used to draw using different colors and pen sizes.
* **Control**. Code blocks that trigger script execution based on predefined events, repeatedly execute programming logic using loops, and perform conditional logic.
* **Sensing**. Code blocks that can be used to determine the location of the mouse-pointer, its distance from other sprites, and whether a sprite is touching another sprite.
* **Operators**. Code blocks that perform logical comparisons, rounding, and other arithmetic operations.
* **Variables**. Code blocks that can be used to store data used by applications when they execute.

You can view the code blocks belonging to a given category by clicking on one of the eight labeled button controls at the top of the blocks palette. Note that each category of code block is color coded, making it easy to distinguish between code blocks from different categories.

This review covers Scratch's entire collection of code blocks, indicating which one’s support monitors and providing a brief description of each block's usage.