Vocabulary Word/Concept	Description	Example
SCRIPT	is a collection of blocks that all interlock with one another.	move 10 steps  wait 1 secs  say ['m programming! for 2 secs
SEQUENCE	The order of the blocks that make a script. Sequence or the order of the blocks are very important, as they determine how sprites interact with each other and the backdrop.	move 10 steps  wait 1 secs  say Hellol for 2 secs  say I'm programming! for 2 secs  move -10 steps  say Goodbye! for 2 secs  hide
LOOP	running the same sequence multiple times	repeat 10  move 10 steps  wait 1 secs  say I'm programming! for 2 secs
EVENT	one thing causing another thing to happen	when space key pressed  when I receive message1
PARALLELISM	making things happen at the same time	when clicked  forever  move 10 steps  wait 3 secs  move -10 steps  wait 03 secs  when clicked  wait 1 secs  say Ilike to dance for 2 secs
CONDITIONALS	making decision based on conditions which supports multiple outcomes	if Score1 > Score2  say Team 1 is the winner else say Team 2 is the winner

OPERATORS	support mathematical and logical and string expressions	and round  or mod  round  round  round  por mod  pick random 1 to 10 join hello world  letter 1 of world
DATA	storing, retrieving and updating values; in SCRATCH date can be contained in VARIABLES or LISTS	Make a Variable  SCORE  set SCORE v to 0  change SCORE v by 1  show variable SCORE v  hide variable SCORE v  Make a List  LISTONE  add thing to LISTONE v  insert thing at 1v of LISTONE v  replace item 1v of LISTONE v  length of LISTONE v  LIS