

GLOSSARY

A guide to the key words, concepts, and practices in the curriculum guide:

Visit the Scratch help pages at <http://scratch.mit.edu/help> or the community-generated Scratch Wiki at <http://wiki.scratch.mit.edu> for additional, Scratch-specific terminology.

- abstracting and modularizing:** The computational practice of exploring connections between the whole and the parts.
- animation:** An illusion of continuous motion created by the rapid display of a sequence of still images with incremental differences.
- arcade day:** A strategy for sharing student work and whole group activity. Students place their finished projects in Presentation Mode and then walk around and engage with each other's work.
- backdrop:** One out of possibly many frames, or backgrounds, of the Stage.
- backpack:** A Scratch feature that can be used to conveniently transfer media and/or scripts between projects.
- bitmap:** An image that is defined by a two-dimensional array (grid) of discrete color values (a.k.a. "pixels"). Contrast with vector graphics.
- broadcast:** A message that is sent through the Scratch program, activating receiving scripts.
- cloning:** A Scratch feature that allows a sprite to create duplicates of itself while the project is running.
- computational concepts:** The concepts designers engage with as they program, such as sequence, loops, conditionals, events, parallelism, operators, and data.
- computational perspectives:** The broader perspectives that designers may form about world around them through computing – such as expressing themselves, connecting with others, and posing questions about technology's role in the world.
- computational practices:** The distinctive habits of mind that programmers develop as they work, such as experimenting and iterating, testing and debugging, remixing and reusing work, and abstracting and modularizing.
- conditionals:** The computational concept of making decisions based on conditions (e.g., current variable values).
- control:** One of the ten categories of Scratch blocks. They are color-coded gold, and are used to control scripts.
- costume:** One out of possibly many "frames" or alternate appearances of a sprite. A sprite can change its look to any of its costumes.
- critique group:** A group of designers who share ideas and test projects-in-progress with one another in order to get feedback on how to further develop their projects.
- data:** The computational concept of storing, retrieving, and updating values.
- design demo:** An activity in which students are invited to present their work to the class and demonstrate how they implemented a particular block, skill, or design strategy within their project.
- design sprint:** A specified amount of time dedicated to working intensely on developing projects.
- events:** The computational concept of one thing causing another thing to happen.
- experimenting and iterating:** The computational practice of developing a little bit, then trying it out, then developing some more.
- feedback fair:** A sharing activity in which half of your students stay in their seats with their projects open while the other half walks around exploring projects, asking questions, and giving feedback. Once complete, the students then switch sides and start the process over.

gallery walk: A sharing activity in which students put their projects in presentation mode and then walk around and explore each other's projects.

hardware and extensions: Supplemental materials that connect the digital world of Scratch with the physical world. Examples of hardware extensions include: LEGO WeDo, PicoBoard, and MaKey MaKey.

interactive collage: A Scratch project that incorporates a variety of clickable sprites.

looks: One of the ten categories of Scratch blocks. They are color-coded purple, and are used to control a sprite's appearance.

loops: The computational concept of running the same sequence multiple times.

make a block: A feature found within the More Blocks category that allows students to create and define their own custom block or procedure.

motion: One of the ten categories of Scratch blocks. They are color-coded medium-blue, and are used to control a sprite's movement.

operators: The computational concept of supporting mathematical and logical expressions.

paint editor: Scratch's built-in image editor. Many Scratchers create their own sprites, costumes, and backdrops using it.

pair programming: A programming methodology in which developers pair up and work side-by-side on a project.

parallelism: The computational concept of making things happen at the same time.

pass-it-on story: A Scratch project that is started by a pair of people, and then passed on to two other pairs to extend and reimagine.

peer interviews: A sharing activity in which students take turns interviewing one another about their processes of reflection, self-assessment, and research.

pitch: An activity in which students either announce a project idea in order to recruit other team members, or promote their interests, skills, and talents in order to be recruited by other teams.

presentation mode: A display mode in Scratch that allows projects to be viewed at an enlarged size. It is accessed by pressing the button on the top left of the Scratch program. This mode is also called full screen mode or enlarged screen.

profile page: A page on the Scratch online community dedicated to displaying information about a Scratch user, such as projects they have created or bookmarked (a.k.a. "favorited").

project editor: A feature of the Scratch online community that allows projects to be modified. This includes the script area (where scripts are assembled), the sprite area (where sprites can be manipulated), and the stage area (where sprites are positioned and where backgrounds can be accessed).

red, yellow, green: A reflection and sharing activity in which individuals identify aspects of their projects as not going well or still needing work ("red"), confusing or contentious ("yellow"), or working well ("green").

remix: A creative work that is derived from an original work (or from another remix). A remix typically introduces new content or stylistic elements, while retaining a degree of similarity to the original work.

reusing and remixing: The computational practice of making something by building on existing projects or ideas.

Scratch screening: A sharing activity in which students gather around to observe each other's Scratch projects.

scripts: One or more Scratch blocks connected together to form a sequence. Scripts begin with an event block that responds to input (e.g., mouse click, broadcast). When triggered, additional blocks connected to the event block are executed one at a time.

sensing: One of the ten categories of Scratch blocks. They are color-coded light-blue, and are used to detect different forms of input (e.g., mouse position) or program state (e.g., sprite position).

sequence: The computational concept of identifying a series of steps for a task.

showcase: A strategy for sharing in which students present their final projects to others and reflect on their design processes and computational creation experiences.

sound: An audio file that can be played in a Scratch project, available by importing from Scratch's built-in sound library, or creating a new recording. Sounds are played by using sound blocks, which control a sound's volume, tempo, and more.

sprite: A media object that performs actions on the stage in a Scratch project.

stage: The background of a Scratch project. The stage can have scripts, backdrops (costumes), and sounds, similar to a sprite.

studio: A user-created gallery in the Scratch online community that can be used to highlight projects contributed by one or many users.

testing and debugging: The computational practice of making sure things work – and finding and solving problems when they arise.

theatre metaphor: A way of describing the design of Scratch that emphasizes its intentional similarity to theatre, with actors (sprites), costumes, backdrops, scripts, and a stage.

tips window: Built directly into the Project Editor, the Tips Window is a form of getting help in Scratch.

unfocus group: An activity in which students share their projects-in-progress and request feedback from a diverse collection of people.

variables and lists: A changeable value or collection of values recorded in Scratch's memory. Variables can store one value at a time, while lists can store multiple values.

vector graphic: An image that is defined by a collection of geometric shapes (e.g., circles, rectangles) and colors. Contrast with bitmap.

video sensing: A Scratch feature that makes use of video from a webcam to detect motion or display video input on the stage.