

Action

Something that an object does - such as move or hide.

Algorithm

The set of steps to solve a problem.

Animation

An object that is made up of a series of frames.

App

Abbreviation for application: a computer program or piece of software that you can download onto a computer or mobile device.

Background

The graphics behind the main objects on screen.

Boolean

A value that has only two possible options: true or false.

Bug

A mistake or problem in a computer program.

Change

To adjust a variable or property by a specific amount.

Debugging

Correcting mistakes in computer code.

Error

A mistake or bug in the code.

Event

Something that can happen when a program is running, such as a mouse being clicked, a key being pressed, or an amount of time passing.

Execute

To make a program follow its instructions.

Input

An action such as clicking on a button on screen via a keyboard or mouse, or physical sensors such as tilt on a tablet.

Instructions

A list of commands in a computer program, i.e. code.

Loop

A repeating set of instructions.

Message box

A pop-up box that gives information to the user.

Object

Something on screen - such as a picture, a button or a piece of text.

Operator

Blocks that do calculations, comparison, logic or manipulation.

Output

The information produced by a computer system for its user, typically on a screen, through speakers, on a printer, or possibly through the control of motors in physical systems.

Parameter

A value given with an action. For example, when programming an object to move, the object's speed is set as a parameter.

Pixel

A tiny square or dot on a computer screen used to build up images and text.

Pointer

The object that represents a mouse or finger.

Program

A set of instructions in a programming language or code that tells a computer what to do.

Properties

The values of an object that are stored, such as how big it is or where it is on screen.

Random

Something that happens by chance rather than being planned.

Repeat

Repeating one or more instructions, perhaps a certain number of times, until a condition is satisfied or until the program is stopped.

Run

To make a program follow its instructions.

Scope

A way to determine which objects are targeted.

Selection

A way of making a program automatically choose to run a particular piece of code if a specific condition is met.

Sequence

To place programming instructions in order, each executed one after the other.

Simulate

To program a computer to help predict what will happen.

Simulation

A computer program which represents or models something from real life, such as generating a random number to roll a dice.

Sprite

A graphic that is made up of a series of frames.

String

A value made up of letters and numbers.

Syntax

The rules about how commands are written, using the correct number of things like brackets, commas and whether parameters are needed.

Tap

A gentle touch on the tablet screen to start a series of events - similar to a click.

Value

This describes the most basic types of blocks including numbers and strings.

Variable

An object used to store a simple piece of information, such as a score or the time taken.