

# Computing

## What is Scratch

Scratch is a visual programming language that allows you to create programs by dragging blocks of scripts



## Sprites

A **sprite** is a character or object in your game or animation.

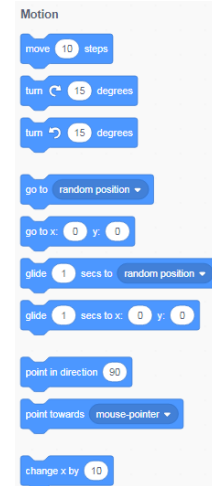
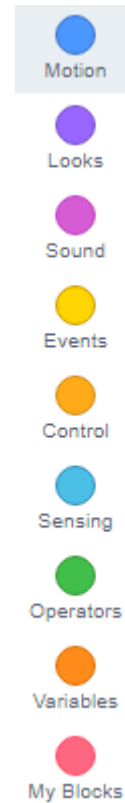
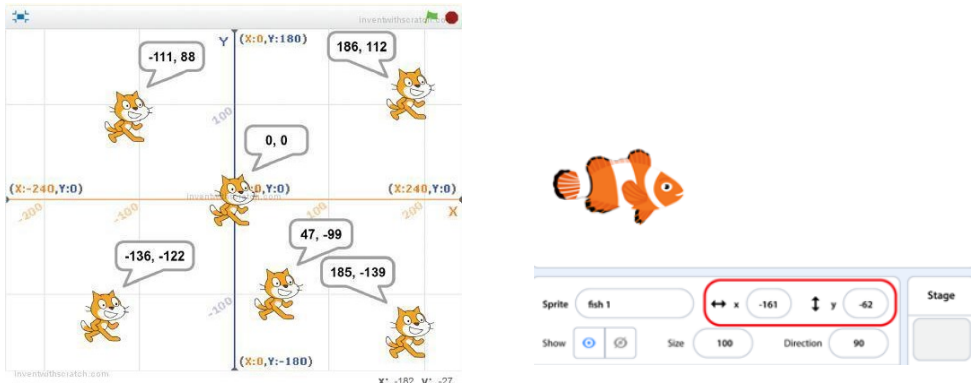


There are lots of additional sprites in the library. You can also upload sprites or draw your own.



## Stage

The stage is the background of the project. Scratch uses co-ordinates to position different elements around the screen. You can also change the backdrops



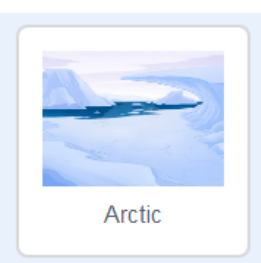
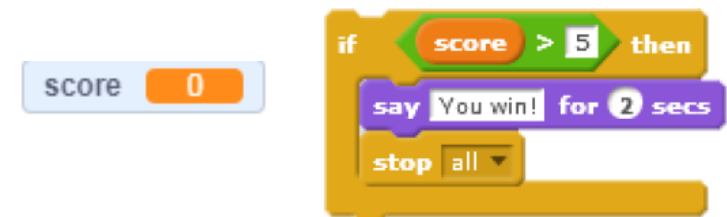
## Block menu

The block menu helps users pick which scripts they need to control various aspects of the program



## Variables

A variable is used to store data for use in a program. Variables can be used to store lots of different types of data such as names, numbers and scores. The data stored in a variable can be used to trigger an event



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## If Statements

If statements can be used to select different scripts of a program depending on a condition. This is known as **SELECTION**



## Operators

Operators are used for changing or comparing data.

They can add, subtract, multiply and divide data.

They can also check if values are less than, greater than, or equal to other values.



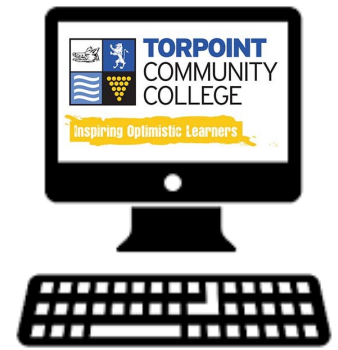
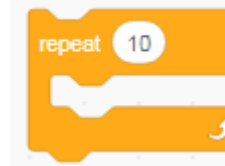
## Loops

Loops are used as a way of repeating instructions. Also known as **iteration**.

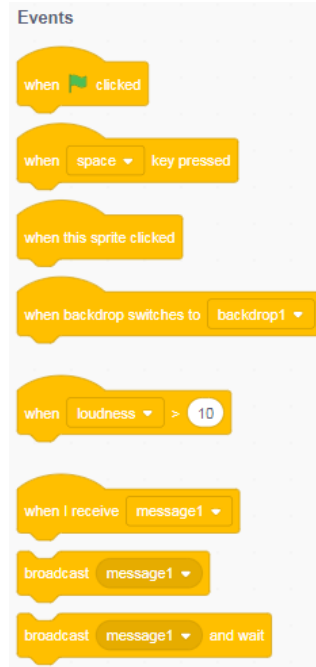
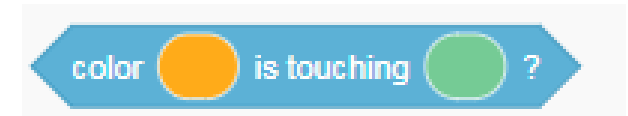
Repeats an instruction forever.



Repeats a certain number of times.



The sensing menu allows us to trigger events for sprites



## Events

The scripts can be triggered by a whole range of different events. Using the same event across all sprites may be needed in a game scenario