

Teach
ComputingScratchJr

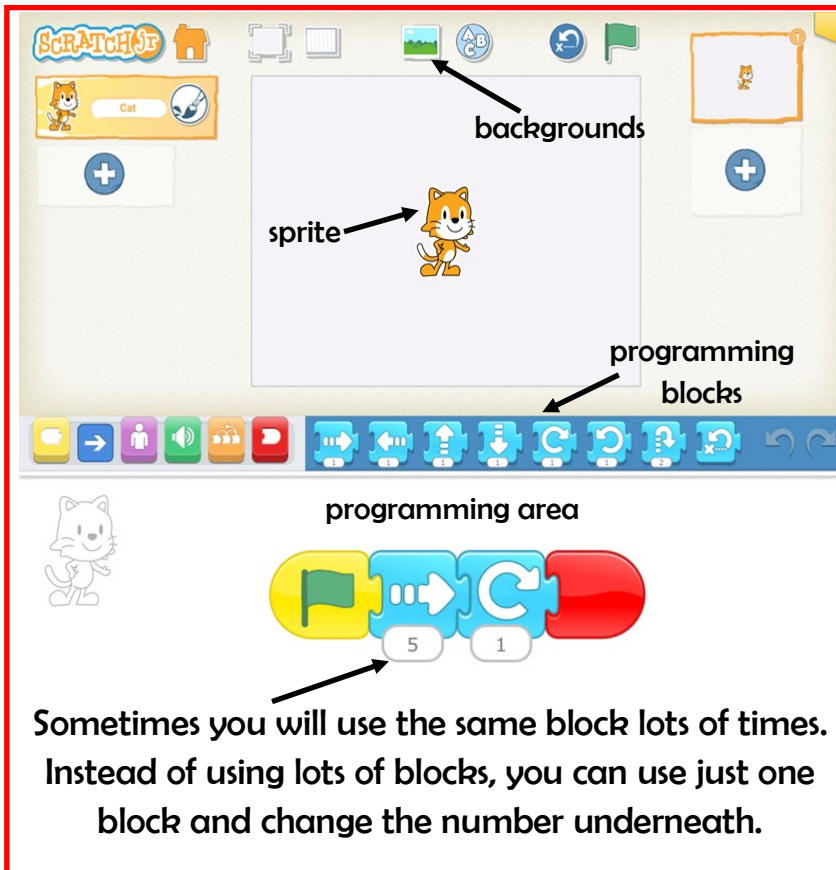
The Start blocks in ScratchJr are yellow. These are used to start or run your program.



The end blocks in ScratchJr are red. These are used to show what happens at the end of your program.



When you create programs in ScratchJr you can link the blocks together like a jigsaw.



Remember that your program should match your algorithm!

**Key Vocabulary**

algorithm

Start ← ← End

A precise set of ordered instructions, which can be turned into code.

code



The blocks that you have added. These are the commands for your sprite to follow.

command

An order for your sprite to follow

program

A list of instructions that a computer can understand.

programming blocks

Programming blocks tell the computer what to do

sprite

The character that your Scratch code controls