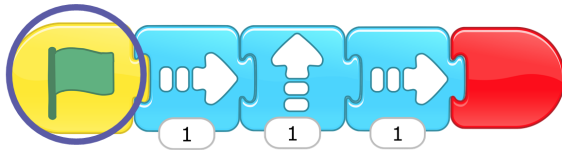
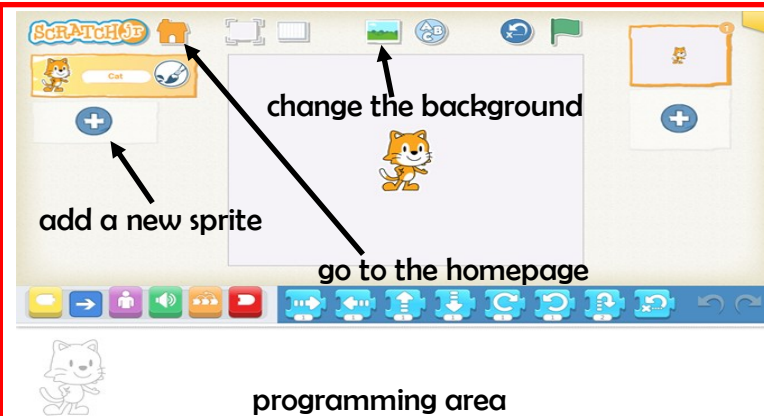


Teach
ComputingSequences in ScratchJr

Just like activities in the real world, programs run in a sequence. You read programs in ScratchJr from left to right. This is the sequence of commands. When you run the code, it runs in the order shown. The event button starts the sequence of commands.

You can also start a program with a **Start on tap block**. If you use this, you need to tap on the sprite to run the program.

Programming Blocks**Key Vocabulary**

algorithm	A precise set of ordered instructions, which can be turned into code on a computer.
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.
sequence	A pattern or process in which one thing follows another
sprite	The character that your Scratch code controls