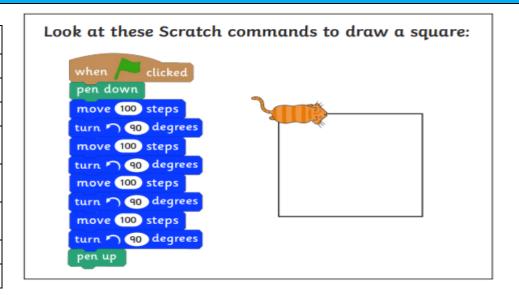
Key Vocabulary

to program	To give a computer a set of instructions
algorithm	A list of rules to follow to solve a problem
sequence	Breaking something into simple steps
to debug	Finding and correcting errors in a computer program
repetition	Telling a computer to run the same commands again and again
loops	A way of repeating - repeating certain instructions until a certain condition is met
code	The language a program is written in so a computer can understand it
Scratch	A visual programming language for children
sprite	An object in Scratch that is controlled by algorithms





In Scratch, the repeat block needs to be wrapped around the commands to be repeated.



