



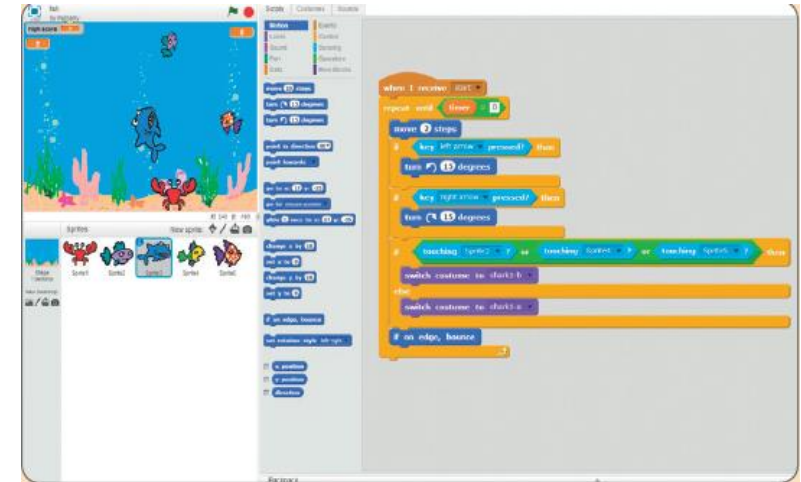
# We are Game Developers

# SCRATCH



## Key Vocabulary

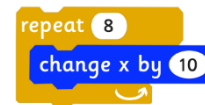
Algorithm	A list of steps (or sequence) you can give to a computer to solve a problem or get something done.
Debugging	The process of identifying and removing errors from computer hardware or software.
Code	A set of rules or instructions. It is made up of words and numbers and when you put them in the right order it will tell your computer what you want it to do.
Programming	Programming is writing computer code to create a program, in order to solve a problem. Programs consist of a series of algorithms to tell a computer exactly what to do and how to do it.
Sprites	A computer graphic which may be moved on-screen.
Storyboard	A sequence of drawings, typically with some directions, representing the shots planned for your programme.



iteration

broadcast

receive



repeat

project

record

