Scratch Computational/Programming Concepts

While we have making some Scratch projects, you have been using some of these key programming concepts & Practices. Let's discuss these and see how they work in Scratch.

Concept	Description
Sequence	identifying a series of steps for a task
Loops	running the same sequence multiple times
Parallelism	making things happen at the same time
Events	one thing causing another thing to happen
Conditionals	making decisions based on conditions
Operators	support for mathematical and logical expressions
Data	storing, retrieving, and updating values

Computational Practices

Practice	Description
being iterative and incremental	developing a little bit, then trying it out, then developing some more
testing and debugging	making sure that things work – and finding and fixing mistakes
reusing and remixing	making something by building on what others – or you – have done
abstracting and modularizing	building something large by putting together collections of smaller part

The above as well as the lesson material we have been following are from ScratchEd's curriculum: CREATIVE COMPUTING: a design-based introduction to computational thinking http://scratched.media.mit.edu/resources/scratch-curriculum-guide-draft, December 2011