



Scratch Cheat Sheet

Key Words

Sprite: The characters or pictures on screen. These are what our code will control.

Stage: The background to our project.

Costume: What our Sprite looks like. Each Sprite can have multiple costumes to change between.

Blocks: The elements we use to build up our program. These do everything from move sprites to make decisions.

Simple Blocks

Events : Blocks that start the code off.

Pen : Blocks that control the movement and colour of the pen object.

Motion : Blocks that control the movement of the sprite and getting it to follow mouse cursors etc.

Looks : Blocks that allow for hiding or showing the sprite and switching costumes on the sprite.

Sound : Blocks that help sprites make noise.

More complex Blocks

Control: Blocks that allow you to control the program with loops, waiting or if statements.

Data: Creating variables and lists.

Sensing: Blocks relating to Sprites touching each other or specific colours. Blocks that containing current information that might be useful to the program.

Operators: + - AND OR, Mathematical or logical operations that can be performed.