

## Unit 3: Computational Thinking

### *Turning inputs into outputs*

What is a **program**?

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What are commands in *Scratch*?

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Identify the following:

- \_\_\_\_\_ 1. The person who makes the program
- \_\_\_\_\_ 2. The person who runs the program
- \_\_\_\_\_ 3. The data or information that is provided to a  
computer program for processing
- \_\_\_\_\_ 4. What comes out of the program

Name ways to make inputs:

- 1. \_\_\_\_\_
- 2. \_\_\_\_\_
- 3. \_\_\_\_\_

Name program outputs:

- 1. \_\_\_\_\_
- 2. \_\_\_\_\_

Where are the *command blocks* in Scratch? \_\_\_\_\_

What is in the centre of the screen in Scratch? \_\_\_\_\_

What moves in the *stage* in Scratch? \_\_\_\_\_

What are the commands to create *visual outputs* called? \_\_\_\_\_

What color are they? \_\_\_\_\_

What blocks let you add *sound output* to the program? \_\_\_\_\_

What color are they? \_\_\_\_\_

What do you click and choose when you want to copy a program to storage so you can work with it again another time? \_\_\_\_\_

What do you click and choose when you want to bring a program back from storage? \_\_\_\_\_

What are the *input commands* in Scratch? \_\_\_\_\_

What color are they? \_\_\_\_\_

How do you *start* a program? What do you click? \_\_\_\_\_

What color is/are it/they? \_\_\_\_\_

What do you call a special block used to put two words together? \_\_\_\_\_

What color is it? \_\_\_\_\_

What do you call the oval-shaped space on the screen where the user's response is typed and stored? \_\_\_\_\_