

Unit 3: Computational Thinking

Turning inputs into outputs

What is a **program**?

What are commands in *Scratch*?

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? _____