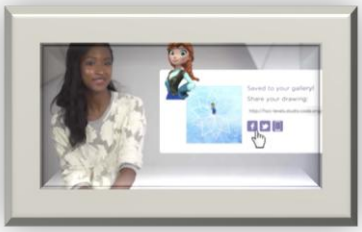
# Block based programming

## 1- The basics of how to code

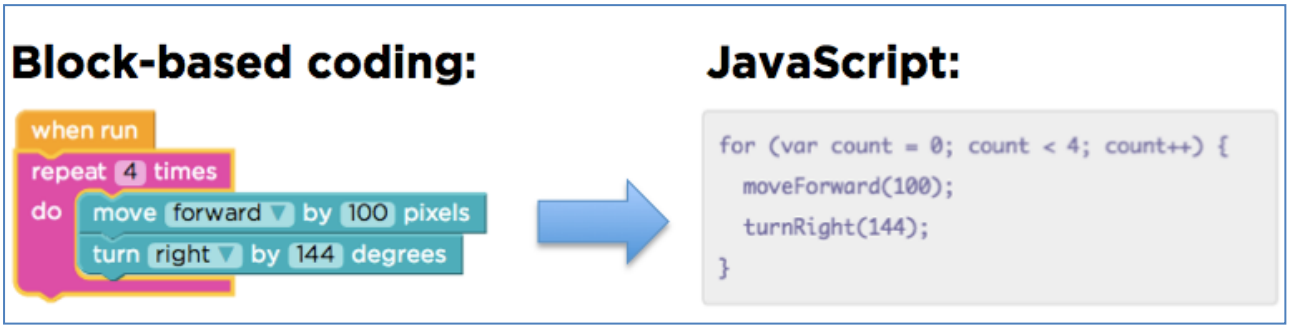
Watch the video (http://static.studio.code.org/) and fill the blank spaces with the appropriate words.



Hi, my name is Lyndsey. I model, act, and write my own_____. Let's use _____to join Anna and Elsa as they explore the magic and beauty of ice.

You'll create snowflakes and patterns as you ice skate and make a winter wonderland that you can then _____with your friends.

In the next hour, you're going to learn the basics of _____. Traditional _____is usually in_____, but we'll use Blockly, which uses _____that you can _____to write programs. This is how even university students learn the basics. Under the hood, you're still_____.

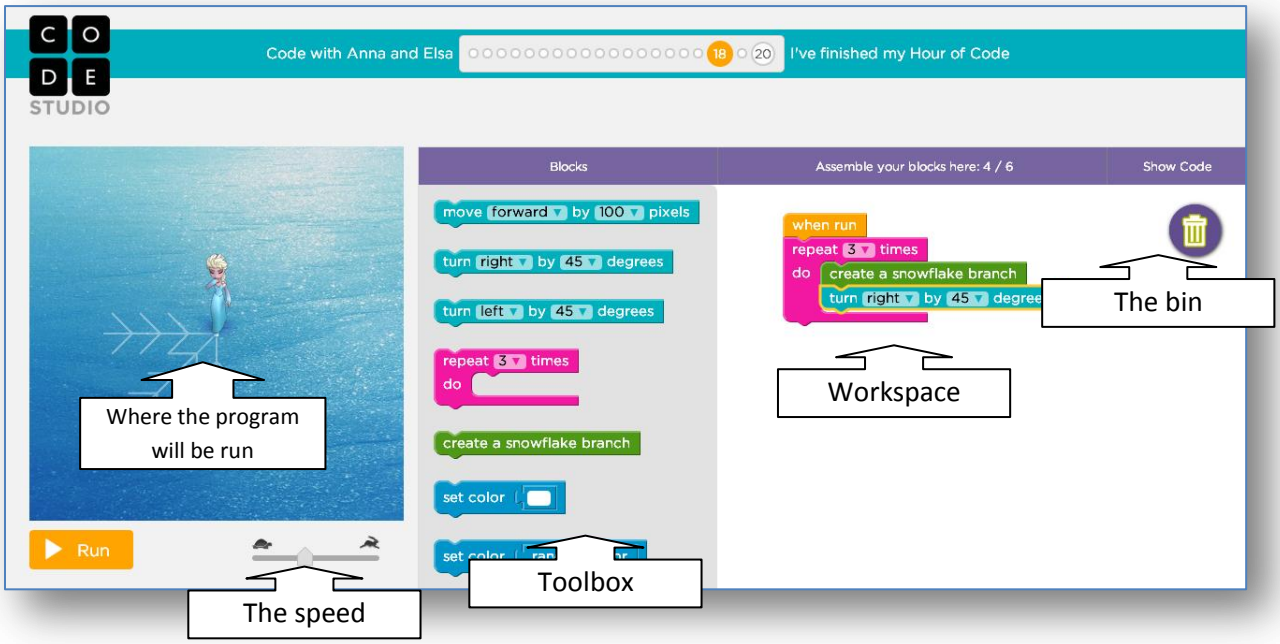



A program is _____that _____a computer_____. Let's build a code, or a program, that will help Elsa create a simple line. We will use this later to create more complex patterns.

Your screen is split into three main parts. On the left, is the ice surface where you'll run your program. The _____for each level are written right below the surface.

This middle area is the_____, and each of these blocks is an _____that Elsa and Anna can do.

The white space on the right is called the_____, and this is where _____ _____. To move around the ice surface, you'll use the "Move Forward" block.




Here, the "Move Forward" block says, "move forward by 100_____." When we press "Run", what happens? Elsa moves forward a certain amount on the screen, 100 _____in fact! _____are basically very tiny squares on your computer screen.

The other block we have in this puzzle says "turn right by 90 degrees." And when we use this "Turn Right" block, that makes Elsa turn a certain amount. You can play around with how far you want Elsa to turn. The _____is measured from _____of Elsa. So, this is a 90 degree turn. And this is a 120 degree turn.

Remember, you can change the number of pixels and degrees by _____next to them.

## 2- Vocabulary

Apps:
Code:
Programming
Program:

Function:
Loop:
Toolbox: