Programming music with Scratch

Basic commands	The simplest instructions that can be used.
Bug	A mistake or error in the code, stopping the program from working as intended.
Computer code	A set of instructions written in programming language, to tell a computer what to do.
Code (verb)	To write in programming language (code).
Code block	A visual representation for a section of code that performs a certain job. They can be snapped together to build a program.
Debug	To remove and repair the error or mistake in computer code.
Error	A mistake or a fault in software.
Live loop	Like loops, but instead of repeating a number of times, they go on forever. You can also have multiple running at the same time.
Loop	A repeated sequence of instruction.
Pitch (music)	A musical term which refers to how high or low a note is.
Program language	The particular library of code which a piece of software is written in, for example Java and C++.
Rhythm	A musical term that refers to the 'pattern' of long and short notes.
Scratch (®)	A coding program, in which you can develop interactive games and animations.
Sprite	Visual objects that can be manipulated through code, for example to move, respond, appear or disappear.
Soundtrack	A music recording that accompanies a film or TV show.
Tempo (music)	A musical term which refers to the speed of the music.
Timbre (music)	A musical term which refers to the characteristic trait of a sound.

Key facts
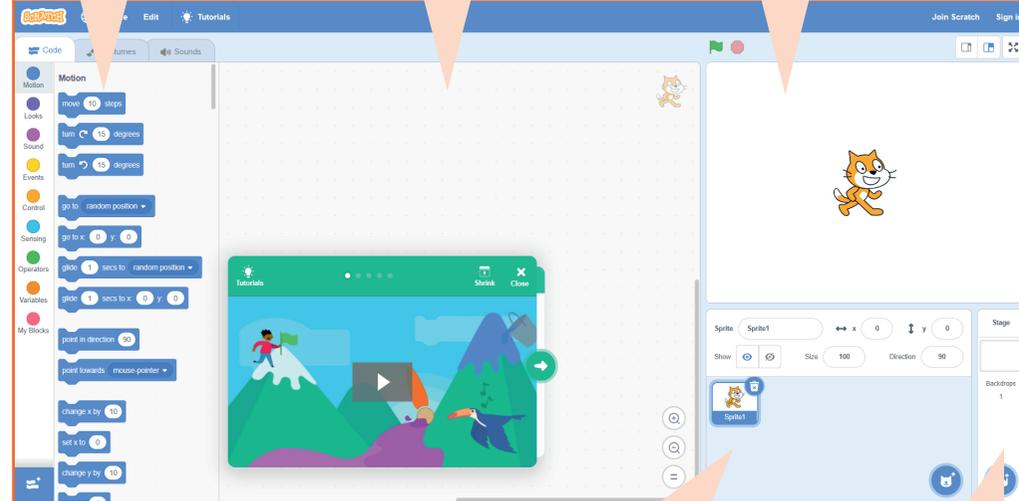
Scratch 'create' interface

Block Palette
This is where you choose the blocks to use.

Scripts Area
This is where you create your program.

Stage
This is where you see your program in action.

Sprites
This is what characters or objects are called in Scratch

Backdrop
Backgrounds for your project.

Scratch code blocks colour key

Motion   Events   Operations

Looks   Control   Variables

Sound   Sensing   My Blocks