Your will work with your neighbor in order to match the correct definition to your new programming vocabulary. If your table has 2 or 3 people, you will work with these people. If your table has 4 people, you will work with your neighbor (therefore your group will be 2). You may use the internet or your prior knowledge to match the vocabulary and attach the correct definition with glue.

Happy vocabulary hunting!

Names \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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| accessibility |  |
| block-based programming language |  |
| bug |  |
| code |  |
| debugging |  |
| event |  |
| for loop |  |
| function |  |
| if-statement |  |
| iteration |  |
| loop |  |
| output |  |
| programming |  |
| repeat |  |
| run program |  |
| toolbox |  |
| URL (universal resource locator) |  |
| while loop |  |
| workspace |  |

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| accessibility | The design of products, devices, services, or environments taking into consideration the ability for all users to access, including people who experience disabilities or those who are limited by older or slower technology. |
| block-based programming language | Any programming language that lets users create programs by manipulating “blocks” or graphical programing elements, rather than writing code using text. Examples include Code Studio, Scratch, Blockly, and Swift. (Sometimes called visual coding, drag and drop programming, or graphical programming blocks) |
| bug | An error in a program that prevents the program from running as expected. |
| code | The language that programmers create and use to tell a computer what to do. |
| debugging | Finding and fixing problems in an algorithm or program. |
| event | An action that causes something to happen. |
| for loop | A loop with a predetermined beginning, end, and increment (step interval). |
| function | A piece of code that you can easily call over and over again. |
| if-statement | The common programming structure that implements "conditional statements". |
| iteration | A repetitive action or command typically created with programming loops. |
| loop | The action of doing something over and over again. |
| output | A way to get information out of a computer. |
| programming | The art of creating a program. |
| repeat | To do something again. |
| run program | Cause the computer to execute the commands you've written in your program. |
| toolbox | An online learning system that contains all of the commands you can use to write your program. |
| URL (universal resource locator) | An easy-to-remember address for calling a web page (like [www.code.org](http://www.code.org/)). |
| while loop | A loop that continues to repeat while a condition is true. |
| workspace | An online learning system where you drag and drop commands to build your program. |