

Interactive Animations and Games ('23-'24) Vocabulary

Lesson 1: Programming for a Purpose

There is no vocabulary for this lesson.

Lesson 2: Plotting Shapes

There is no vocabulary for this lesson.

Lesson 3: Drawing in Game Lab

- **Bug** - Part of a program that does not work correctly.
- **Debugging** - Finding and fixing problems in an algorithm or program.
- **Program** - An algorithm that has been coded into something that can be run by a machine.

Lesson 4: Shapes and Parameters

- **Parameter** - Additional information provided as input to a block to customize its functionality

Lesson 5: Variables

- **Variable** - A label for a piece of information used in a program.

Lesson 6: Random Numbers

There is no vocabulary for this lesson.

Lesson 7: Mini-Project - Robot Faces

There is no vocabulary for this lesson.

Lesson 8: Sprites

- **Sprite** - A character on the screen with properties that describe its location, movement, and look.

Lesson 9: Sprite Properties

- **Dot notation** - the way that sprites' properties are used in Game Lab, by connecting the sprite and property with a dot.
- **Property** - A label for a characteristic of a sprite, such as its location and appearance

Lesson 10: Text

There is no vocabulary for this lesson.

Lesson 11: Mini-Project - Captioned Scenes

There is no vocabulary for this lesson.

Lesson 12: The Draw Loop

There is no vocabulary for this lesson.

Lesson 13: Sprite Movement

There is no vocabulary for this lesson.

Lesson 14: Mini-Project - Animation

There is no vocabulary for this lesson.

Lesson 15: Conditionals

- **Boolean Expression** - in programming, an expression that evaluates to True or False.
- **Condition** - Something a program checks to see whether it is true before deciding to take an action.
- **Conditionals** - Statements that only run when certain conditions are true.

Lesson 16: Keyboard Input

There is no vocabulary for this lesson.

Lesson 17: Mouse Input

- **Conditionals** - Statements that only run when certain conditions are true.

Lesson 18: Project - Interactive Card

There is no vocabulary for this lesson.

Lesson 19: Velocity

There is no vocabulary for this lesson.

Lesson 20: Collision Detection

- **Abstraction** - a simplified representation of something more complex. Abstractions allow you to hide details to help you manage complexity, focus on relevant concepts, and reason about problems at a higher level.

Lesson 21: Mini-Project - Side Scroller

There is no vocabulary for this lesson.

Lesson 22: Complex Sprite Movement

There is no vocabulary for this lesson.

Lesson 23: Collisions

- **Abstraction** - a simplified representation of something more complex. Abstractions allow you to hide details to help you manage complexity, focus on relevant concepts, and reason about problems at a higher level.

Lesson 24: Mini-Project - Flyer Game

There is no vocabulary for this lesson.

Lesson 25: Functions

- **Function** - A named bit of programming instructions.

Lesson 26: The Game Design Process

There is no vocabulary for this lesson.

Lesson 27: Using the Game Design Process

There is no vocabulary for this lesson.

Lesson 28: Project - Design a Game

There is no vocabulary for this lesson.