

# 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

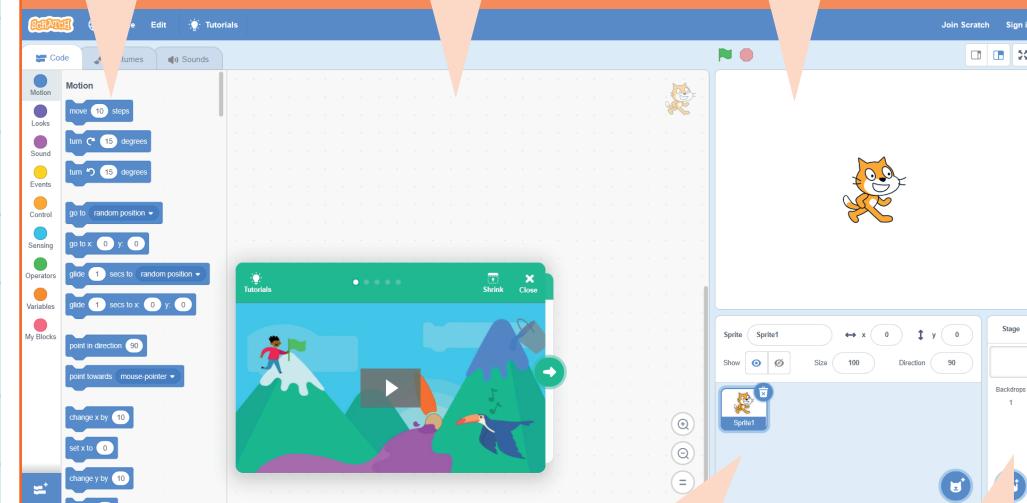
This is where you choose the blocks to use.

#### 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