Key Concepts:
- Algorithm
- Program
- Loops (Iteration)
- Conditionals (Selection statements)
- Functions
- Data/Variable
- Events

Questions
1. What is the definition of [Enter any key concept here]? 

2. When/how would we use a [Enter any key concept here] in a scratch computer program? 

3. If you wanted to give your students a real world example of a [Enter any key concept here] to help them understand the idea, what example would you give them and why? 

4. If you wanted to explain [Enter any key concept here] in Scratch what specific example would you use and why? 

5. Why might we decide to use Scratch as an instruction language for a middle/high school student? 

6. Give one example of a program that middle/high school student could write that would connect CS to another class that student is taking. 

7. Consider the following block of code. What does it do? [sample code would follow] 

8. Suppose you wanted to write a scratch program to do [some task. Eg. draw a square, add one point to the score when you touch an apple sprite, ask a user their name and then say "Hello [that name]"] what code/blocks would you use (sketch out the code).