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 explain [Enter any key concept here] in Scratch what specific example would you use and why? 
4. Why might we decide to use Scratch as an instruction language for an elementary student? 
5. Give one example of a program that an elementary student could write that would connect CS to another class that student is taking. 
6. Consider the following block of code. What does it do? [sample code would follow] 
7. 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).