SCRATCH
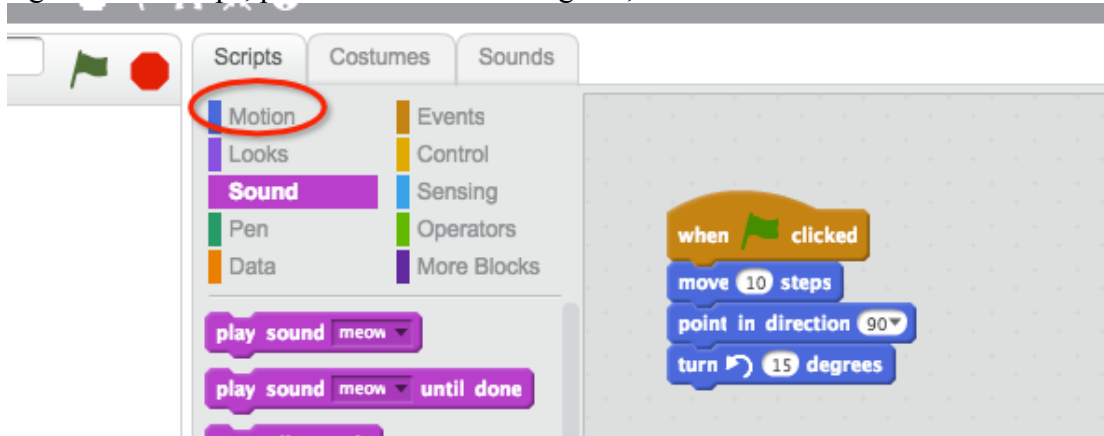
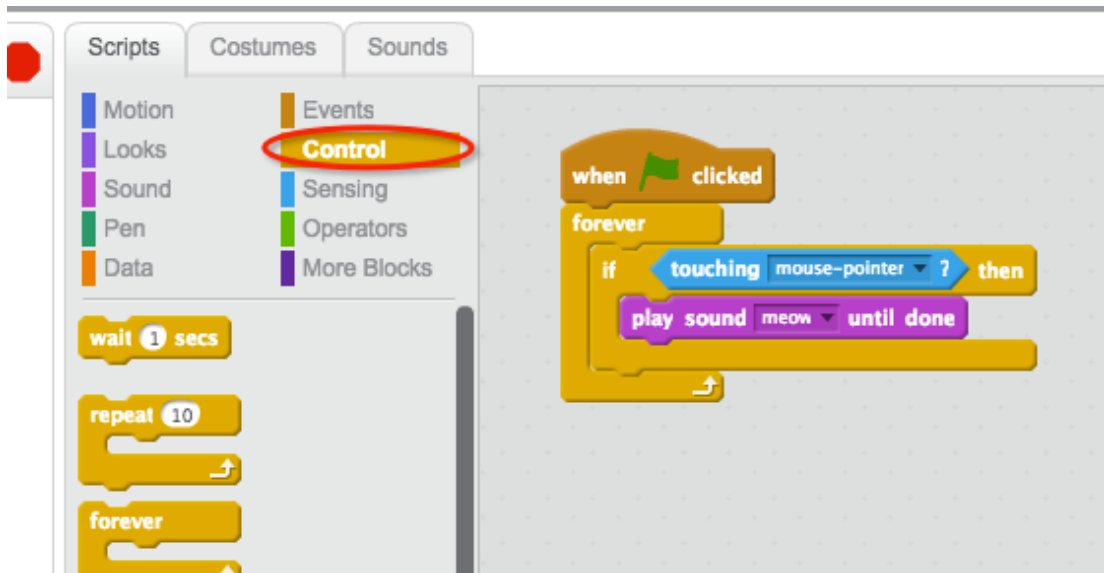Statement: instruct computer to DO something
(Click the "Motion" in SCRATCH, you will find several statements)
e.g. move 10 steps, point in direction 90 degrees, etc.

Conditionals: Controls the path of execution
e.g. If….then…

In the above figure, you may find conditional in "Control".

Boolean Expression: is an expression that either TRUE or FALSE; used with conditionals (If …..
TRUE, then…..); In scratch, any block shaped like an elongated diamond is a Boolean
expression.

Such as: ,

VARIABLES: let the program remember a value for later use. Variables could be any name you given. Below example: "pet" is a variable.