

Glossary

- **algorithm:** a sequence of instructions that can be used to solve a problem or set of problems
- **computational thinking:** problem-solving related to computers, programming, or computer science using skills such as decomposing problems, pattern recognition, abstraction, and automation
- **conditional:** instructions that depend on whether something is true or false
- **debugging:** identifying and preventing unintended behavior of a computer or program
- **event:** an interaction or change that can be sensed by a computer or robot
- **event handler:** a program with specific instructions for whenever an event happens
- **function:** a sequence of instructions, usually given a name, that can be reused throughout a program or in other programs
- **function call:** an instruction that executes the sequence of instructions in a function
- **growth mindset:** the belief that one's skills and aptitudes can be developed over time
- **loop:** a set of instructions that repeats either a certain number of times, forever, or until something specific happens
- **nested:** refers to an instruction inside another instruction (e.g., a nested loop is a loop inside of another loop)
- **program:** a sequence of instructions, usually written for a computer
- **sequence:** an arrangement of steps in a specific order to describe a procedure
- **variable:** a name or symbol that represents a number (or some other value) that can be referred to in a program and changed over time