**Function**   
Definition: A set of code used to carry out specific tasks. You can use them as much as needed instead of retyping some code over and over.

**Loop**   
A segment of code that executes repeatedly based on a certain condition. Loops are used to perform tasks repeatedly a certain amount of times. For example, if you needed to print the numbers 1 to 10. You can use a loop for this task instead of manually printing all the numbers.



Example in Scratch: Repeat and Forever Control blocks

**Conditional**A set of code that will execute only if a certain condition is true. Conditionals are used to test expressions and perform certain operations accordingly. For example, you could test a number input by the user and if it is too high print the message "The number entered is to high" and the program exits. Thanks to conditionals, a program can work differently every time it runs.



Example in Scratch: If, If/Else, Repeat If, Forever If Control blocks

**Variable**   
A container which represents a value in a program. Variables can store different types of data including numeric values, single characters, and text strings. The value of a variable can change all throughout a program.

Examples in Scratch: Graphic effects, variables

**Data type**   
The classification of pieces of information in a program. The amount of different data types varies between languages. Typically, there are data types for integers (whole numbers), floating-point numbers (numbers with a decimal part), and mixed characters (strings). To distinguish between different data types, a computer uses special internal codes.

Examples in Scratch: Integer – takes whole number values (repeats); Floating point – takes decimal values (time in seconds); String – the “answer” variable in the Sensing blocks, anything where the value is a word

**Initializing a Variable**

Examples in Scratch: Setting the location of a sprite at the beginning of a project, Setting the value of a graphic effect, Setting the direction of a sprite, Setting the number value of a variable

**Array**   
A special type of variable used in many programming and web languages including PHP, Javascript, and Java that contains a list of related values. For example, a *colors* array would contain a list of colors. Example in Scratch: List variable