

A

- **Advanced Topics** — A section of the [Scratch Forums](#), to do with advanced and technical features of [Scratch](#)
- **Animation** — Project that animates something
- **Announcements** — A section of the Scratch Forums, which is used for announcements by the [Scratch Team](#)
- **Answer** — A value which holds what has been input into the [Ask block](#)
- **Archived Forums** — Forums that have been archived and can no longer be posted in
- **Argument** — An insert in a [block](#)
- **Atomic** — Referring to the ability for custom blocks to run without screen refresh

B

- **BBCode** — A collection of formatting tags that are used to format users' forum posts
- **Blocks** — Blocks make up [scripts](#), which make a [project](#) work
- **Boolean Block** — A conditional block that reports a statement to be true or false
- **Broadcast** — A message that is sent through the Scratch program, activating [When I Receive \(\) blocks](#)
- **Build Your Own Blocks** — One of the most popular [Scratch Modifications](#)
- **Bump** — A term used on the [forums](#) to bump a topic to the top
- **BYOB** — A commonly used acronym for the [Scratch modication](#) Build Your Own Blocks (see above)

C

- **C Block** — A block that fits [stack blocks](#) inside it
- **Cap Block** — A block which ends a script or project
- **Clutter** — A website that allows users to put Scratch projects together like a slideshow
- **Code** — See [Script](#)
- **Collab Challenge** — A challenge given by the Scratch team for who can create the best collaboration project using a set of 3 sprites given by them
- **Collab Camp** — A recurring activity by the Scratch team where Scratchers are given a theme to make a collaborative project
- **Collaboration** — Could refer to:

- [Collaboration \(group\)](#) — A group of Scratchers who work together to create a projects or projects
- [Collaboration \(forum\)](#) — A forum dedicated to collaborating on Scratch projects
- [Community Moderator](#) — [Users](#) who moderate the [Scratch Forums](#)
- [Compression, Compressing](#) — Reducing the file size of a project in 1.4
- [Connecting to the Physical World](#) — A forum for discussing topics related to [PicoBoards](#), [LEGO WeDo](#), and connecting Scratch projects to the physical world
- [Control Block](#) — A block that either starts a script or keeps a script running *See Also:* [Trigger Block](#)
- [Curator \(front page\)](#) — Every two weeks, a new curator is chosen, who is a user that picks projects to be on the [Front Page](#)
- [Custom Blocks](#) — grouped blocks that follow a procedure and can be called by a single name of their custom block

D

- [Default Value](#) — The default value of an insert in a block
- [Direction](#) — Where a sprite is pointing
- [Duplicate](#) — to copy and create another

E

- [Educators](#) — An archived forum, that was used by educators to discuss the teaching of Scratch
- [Execute](#) — A term referring to a script or block being run (i.e. to run or "execute" a script)
- [Extension, Scratch Extension](#) — An object or program that can be used in conjunction with Scratch

F

- [FAQ](#) — Could refer to:
 - [Frequently Asked Questions](#) — A page on the Scratch Wiki devoted to frequently asked questions about Scratch
 - [FAQ \(forum\)](#) — A forum devoted to frequently asked questions about Scratch
 - [Scratch FAQ](#) — An FAQ page about Scratch
- [Featured](#) — Could refer to:
 - [Featured Article](#) — An article on the Scratch Wiki featured by an administrator
 - [Featured Studios](#) — A section on the [Front Page](#) where [studios](#) featured by the Scratch Team are displayed

- [Featured Image](#) — An image on the Scratch Wiki, featured by an administrator
- [Featured Projects](#) — A section on the [Front Page](#) where projects featured by the Scratch Team are displayed
- [Flag](#) — Could refer to:
 - **Flag (programming feature)** — See [Green Flag](#)
 - **Flagging** — An old name for [reporting](#)
- [Flash Player](#) — The new online player
- [Forever](#) — A function in Scratch that repeats a set of code forever, done by the Forever block
- [Forum](#) — Could refer to:
 - **Advanced Topics** — See under [A](#)
 - **All About Scratch** — See under [A](#)
 - **Announcements** — See under [A](#)
 - **Archived Forums** — See under [A](#)
 - **Collaboration** — See under [C](#)
 - **FAQ** — See under [F](#)
 - **Language Forums** — See under [L](#)
 - **Miscellaneous** — See under [M](#)
 - **New Scratch Members** — See under [N](#)
 - **Project Ideas** — See under [P](#)
 - **Requests** — See under [R](#)
 - **Scratch Forums** — See under [S](#)
 - **Sensor Boards** — See under [S](#)
 - **Show and Tell** — See under [S](#)
 - **Suggestions** — See under [S](#)
 - **Text-based Games Forum** — See under [T](#)
 - **Troubleshooting** — See under [T](#)
- [Front Page](#) — The main page of the Scratch website, scratch.mit.edu.
- **Forums** — [Scratch Forums](#)

- [Gallery](#) — The old name for a [studio](#)
- [Game Project](#) — A project that is designed to be an amusement or pastime, and has a specific purpose to achieve
- [Gobo](#) — A popular Scratch mascot
- [Green Flag](#) — Sometimes simply called the 'flag,' this is what starts most projects' scripts running

H

- [Hat Block](#) — A block that starts any script
- [Hide](#) — A feature in Scratch which completely hides a sprite from the screen

I

- [Ignore List](#) — A list to ignore certain users


K

- [Kaj](#) — An inactive user who, after getting upset about not receiving enough views on his/her [projects](#), threatened to hack some Scratchers' accounts and thus was banned

L

- [Language Forums](#) — A group of forums where Scratchers can discuss Scratch in other languages and the translation of the Scratch interface and website
- [List](#) — Called an 'array' in most programming languages, this holds lots of [strings](#)
- [List Block](#) — A block which controls a list
- [Locking Downloads](#) — An idea that some Scratchers want to be implemented, which disallows a project from being downloaded
- [Looks Block](#) — A block which controls how a sprite or the stage looks

M

- [Meme](#) — A project that is intended to be adapted when it is passed from person to person
- [_meow_](#) — The string for a popular icon discovered in 2011 with the icon 
- [Mesh](#) — A way of connecting two or more Scratch projects with each other over a LAN (Local Area Network)
- [Messages and Notifications](#) — Messages a user gets
- [MIDI](#) — Stands for Musical Instrument Digital Interface, it allows notes to be played within Scratch using some of the sound blocks

- [Miscellaneous](#) — A forum where Scratchers can discuss subjects that have little or no relevance to Scratch
- [Motion Block](#) — A block which controls a sprite's movement
- [Motor Block](#) — A block which controls a motor from a [LEGO Education WeDo Robotics Kit](#)
- [My Stuff Page](#) — A Scratcher's profile page

N

- [New Scratcher](#) — A rank used on the Scratch forums for relatively new [spammers](#) and relatively new, inactive Scratchers. Users who do not spam often and are active on the Scratch Forums *and* the Scratch website become regular Scratchers.
- [New Scratchers](#) — A forum for helping users new to the website, as well as for new users asking for help
- [Newest Projects](#) — A section on the front page which lists the most recently uploaded projects
- **Notifications** — See [Messages and Notifications](#)
- **Number Blocks** — What the [Operators Blocks](#) section was called in versions of Scratch prior to 1.4

O

- [Operator Block](#) — A block that performs math functions and string handling

P

- [Paint Editor](#) — Scratch's built-in image editor
- [Panther](#) — A popular [Scratch Modification](#)
- [Pen](#) — A feature in Scratch, which allows things to be drawn on the screen
- [Pen Block](#) — A block which controls the pen
- [PicoBoard](#) — A board that allows [Scratch](#) to interact with the outside world
- [Platformer](#) — A video game genre characterized by jumping to and from suspended platforms or over obstacles
- [Presentation Mode](#) — Viewing a project offline in fullscreen mode
- [Project Ideas](#) — A forum for requesting ideas for projects

R

- [Report Button, the](#) — A tool in the [Scratch Forums](#) used for bringing a post to a moderator's attention
- [Reporter Block](#) — A block which reports a value, determined by the content of the block

- [Requests](#) — A forum for requesting scripts, sprites, etc. for use in projects
- [Remix](#) — A [project](#) created by downloading, modifying, and re-uploading another project
- **Run Without Screen Refresh** — the ability of custom blocks to run large scripts quickly due to the video output not being displayed each block

S

Due to the large number of terms beginning with 'S' this section has been split into two different sections: terms beginning with the word "Scratch" and others.

S — Scratch

- [Scratch](#) — A drag and drop programming language made by the [Lifelong Kindergarten Group](#) at MIT
- [Scratch 2.0](#) — The current version of Scratch
- **Scratch Board** — See [PicoBoard](#)
- [Scratch Cat](#) — Scratch's mascot and default [sprite](#). See [Gobo](#).
- [ScratchEd](#) — A website for educators using Scratch; not to be confused with "Scratched" (below)
- **Scratched** — A project that is an attempted replica of another game, etc. e.g. "Pac-man Scratched"; not to be confused with "ScratchEd" (above)
- [Scratcher](#) — Somebody who programs with Scratch and/or uses the Scratch website
- **Scratch Extension** — See [Extension](#)
- [Scratch FAQ](#) — A list of Frequently Asked Questions about Scratch
- [Scratch Forums](#) — The main forums on the Scratch Website
- **Scratching, to Scratch** — A verb meaning 'to program with Scratch'
- [Scratch Mentors](#) — A group of Scratchers made to help other Scratchers, give feedback to the Scratch Team, and work on site-wide projects
- **Scratch Olympics** — A competition where Scratchers from different countries compete to make the best projects
- **Scratch On!** — A phrase coined by the [Scratch Team](#), and used by themselves and some [moderators](#) (although has been adapted by other Scratchers as well), meaning "keep using Scratch"
- [ScratchR](#) — The platform that the website is built on, created by andresmh
- [Scratch Suggestions](#) — A site for suggesting ideas to be implemented in [Scratch 2.0](#) or the website
- [Scratch Team](#) — The team that developed and still work on [Scratch](#) and the [Scratch Website](#)

- **Scratch Time** — The name given to the timezone (-05 EST) that is used in the display of dates in the Scratch Forums
- **Scratch War** — A 'war' between lots of studio-based [RPGs](#)
- **Scratch Wiki** — A wiki for the [Scratch Program](#) and everything associated with it

S — Other

- **Scroller** — A [project](#) that uses scrolling
- **Scrolling (sprites)** — The action of sliding sprites across the [Stage](#)
- **Simulation** — A kind of project which attempts to recreate or model a real-life circumstance, such as a simulation of balls bouncing
- **Sensing Block** — A block that detects something, from a sound from a microphone to whether a sprite is touching a certain color
- **Sensor Board** — See [PicoBoard](#)
- **Show and Tell** — A forum for telling other people about your projects
- **Sig** — Shortened version of "signature"
- **Siggy** — Shortened version of "signature"
- **Signature** — A block of text and/or images created by the user, that appears below their forum post
- **Snap!** — The new name for the [Scratch Modification BYOB](#).
- **Sound Block** — A block which controls either a [MIDI Instrument](#) or sound
- **Sound Editor** — Scratch's built in sound creator and modifier
- **Sprite** — An object in Scratch which performs functions controlled by scripts
- **Stack Block** — A block that performs actions within Scratch
- **Stage** — The background of a project, performs functions through scripting
- **Sticky** — A [forum thread](#) that is "stuck" at the top of its forum
- **String** — A series of keyboard characters, which can be help in reporter blocks, variables or lists
- **Suggestions** — A forum for making suggestions about the Scratch program or website See Also: [Scratch Suggestions](#)
- **Squeak** — The environment in which Scratch runs and is programmed in
- **Studio** — A place where users can place multiple projects into an accessible group
- **Support** — A term used to justify on the forums that one agrees with another's suggestion

T

- [Tag](#) — A label to help categorize a project shared on the Scratch Website
- [TBG Moderator](#) — A user who moderates the Text-based Games forum
- [Text-based Games Forum](#) — A forum separate from the main forums, used for [text-based games](#)
- **Trigger Block** — In the [Experimental Viewer](#), Control Blocks are split into 'Control' and 'Triggers;' the Triggers are the [hat](#) and [broadcast](#) blocks
- [Troubleshooting](#) — A forum for reporting glitches in the Scratch program or website

V

- [Variable](#) — A value that holds a string that can be changed *See Also:* [List](#)
- [Variable Block](#) — A block that controls a variable *See Also:* [List Block](#)

W

- **Waffles** — A popular nonsense tag for projects
- **Wiki, the** — Often what the [Scratch Wiki](#) is referred to as
- [Workaround](#) — Usually referring to a block, this is another way of doing a certain function

X

- [X Position](#) — The position that a sprite or the mouse is at along the horizontal axis

Y

- [Y Position](#) — The position that a sprite or the mouse is at along the vertical axis