

## Logic Module Supplements

### Computing Literacy Definitions

**Conditionals – Making decisions based on other things**

**Connecting – Doing things for and with others to achieve better outcomes**

**Data – Stored programs, sprites, etc. that you can go back and alter or create new**

**Debugging – Fixing problems that come up**

**Events – One thing causing another thing to happen**

**Expressing – Using computers as a form of creating**

**Incremental – Developing something piece by piece, seeing if it works, and then making more**

**Loops – Running a program/project/sequence over and over again**

**Modularizing – Putting something big together from a lot of little parts**

**Parallelism – Making things happen at the same time**

**Questioning – Asking about the world in order to make sense of it**

**Remixing – Reusing what others or you have made and changing/adding/taking away from it**

**Sequence – Steps that need to be done to complete a task**

**Sprite – A character in a computer program that you can control**

**Testing – Making sure things work**

**#Code{RED}**