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