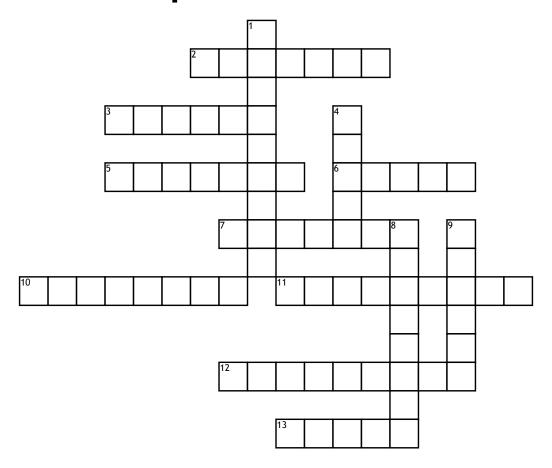
Name: \_\_\_\_\_ Date: \_\_\_\_\_

## **Computer Science**



## **Across**

- 2. Memory on a computer where things are stored to
- 3. A character in scratch
- 5. Used on a flowchart
- **6.** A tool which allows you to create your own things on scratch
- **7.** a programming software

- **10.** The programmes installed on a computer
- **11.** A set of precise instructions for solving a problem
- **12.** It's a type of algorithm with symbols
- **13.** Where sprites perform code

## **Down**

- **1.** Is used to programme a sprite
- **4.** A device where you can put something into a computer
- **8.** Physical pieces of a computer that you can touch
- **9.** A device where something comes out of it

## **Word Bank**

Flowchart Symbols Algorithm Stage Hardware Codeblock Software Output Paint Scratch Sprite Storage Input