$\qquad$ Date: $\qquad$
$\qquad$

## Key Terms Lesson 1

W K $\quad$ K $\quad \mathrm{E} \quad \mathrm{P}$

 E L S P P A O D C C E B $\quad$ O


 $\begin{array}{llllllllllllllllllllllll}H & C & N & O & N & B & M & C & N & L & N & A & I & A & A & L & E & T & D & N & H & S & N\end{array}$ H A T U G E S I E T I T T Y R C O A A A T D O T





 Q W S I Y I O T Y R I G H I E F I P E E T S T $\quad$ B $N \quad O \quad N \quad I \quad P \quad L \quad M \quad L \quad I \quad T \quad V \quad D \quad A \quad R \quad W \quad C \quad F \quad T \quad F \quad M$
 O U T P P U T H H J K L I K L L K L

 A W X U I D C F M Z I F G B T F L O D O F I U J



Modeling and simulation Boolean expression Digital Divide Abstraction
Processor
Property
Backlog
Input

| Computational Thinking | Adaptive technology |
| :--- | :--- |
| Sprint task list | Global variable |
| Authentication | Event handler |
| Concatenate | Parameters |
| Interface | Arguments |
| Evaluate | Digital |
| Output | Analog |
| Event |  |

Creative expression
Economic Impact
Decomposition
Components
Character
Default
Binary

