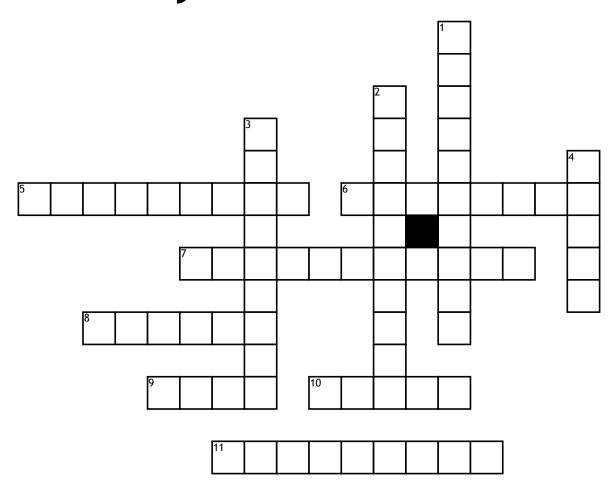
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Key Terms Part 1



Across

- **5.** A chip inside a computer to help process and transform information
- **6.** A self-contained set of instructions for performing a specific task within a computer program
- **7.** A programming language found in coding editors like MakeCode and Scratch
- 8. How a computer remembers things
- **9.** A set of instructions that a computer can follow

- **10.** Something that happens outside a program that the program can respond to
- **11.** A set of steps used to solve a problem

<u>Down</u>

- 1. Text-based programming language that uses letters, numbers and symbols
- **2.** A detailed outline or rough draft of a program
- **3.** A rough draft, sketch or working model of your idea
- **4.** How a computer takes in information from the world