$\qquad$ Date: $\qquad$

## Key terms lesson 1





 L O G $\quad \mathrm{N}$ I $\mathrm{K} \quad \mathrm{N}$ I H T N O I
 $\begin{array}{llllllllllllllllllllll}M & C & T & E & C & N & O & M & C & I & M & P & A & C & T & N & W & U & B & N & K & D\end{array}$






 I C T $\quad$ I $\quad$ I



 $M \quad Z \quad S \quad O \quad Y \quad G \quad O \quad L \quad O \quad N \quad H \quad C \quad E \quad T \quad E \quad V \quad I \quad T \quad P \quad A \quad D \quad A \quad C \quad A$ $\begin{array}{lllllllllllllllllllllll}R & J & Q & U & Q & V & N & O & I & T & I & S & O & P & M & O & C & E & D & P & A & S & C\end{array}$


Modeling and simulation
Boolean expression
Authentication
Abstraction
Interface
Evaluate
Digital
Input

| Computation thinking | Adaptive technology |
| :--- | :--- |
| Sprint task list | Economic impact |
| Digital divide | Event handler |
| Concatenate | Parameters |
| Processor | Character |
| Property | Default |
| Binary | Analog |
| Event |  |

Creative expression
Global variable
Decomposition
Components
Arguments
Backlog
Output

