**EVIL CLUTCHES VOCAB. REVIEW**

**NAME:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ PER#\_\_\_\_**

Understanding words and their meanings is important for learning technology concepts. Identifying key words from a definition is a great strategy to recognize the meaning of the word.

**BUBBLE MAP DIRECTIONS:** Vocabulary words are listed on the left. Key words or word groups from the definitions are at the bottom of page three. Match the key words and word groups with the vocabulary word. Use this as a study guide to prepare for a vocabulary test.

 **conditional statements**

 **relative**

 **cause and effect**

 **conditional actions**

 **probability**

 **room**

 **events**

 **properties**

 **sound effects**

 **instance**

 **file type**

 **program**

 **graphic asset**

 **audio asset**

 **instance**

**sprite**

**loop**

**object**

**backgrounds**

 **file extension**

 **actions**

**file format**

**logic system**

**KEY WORDS AND WORD GROUPS FROM DEFINITIONS:**

used for adding music or sound effects; period in a file name, indicating the format of the file; sound assets;

artwork/sets the mood and the story; The things that happen; appearance of an object;

they work together for an outcome; related to an existing setting or property;

IF/THEN statement; recognized by programs; associated with an event; parts or pieces of a game;

one or more are the result of the other; two-dimensional image or animation;

place game objects and backgrounds to create a scene; Artwork that sets the mood;

providing a computer, or other machine, with instructions; programmed to repeat, or play over;

a given number of chances; cause and effect properties; used for building game sprites and objects;

recognized by programs; Settings that define the "rules";