1. **Variable** – are used to store information to be referenced and manipulated in a computer program. You can think of them as containers that hold information.
2. **Blockly** - is a client-side JavaScript library for creating visual block programming languages and editors. It is a project of Google and is open-source under the Apache 2.0 License
3. **Cartesian coordinate system** - is a coordinate system that specifies each point uniquely in a plane by a pair of numerical coordinates
4. **Loop/Repeat** - a loop is a sequence of instruction s that is continually repeated until a certain condition is reached.