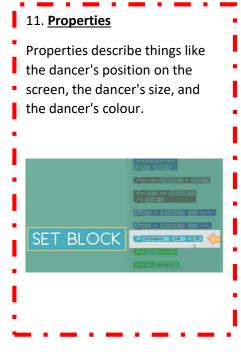| |
|---|
| 1. animation - gives movement to drawings, models, or inanimate objects. Animated motion pictures and television shows are highly popular forms of entertainment. |
| 2. repetition – doing the same thing again and again |
| 3. frame – one small image in an animation |
| 4. event - tells your program to "listen" for something to happen and then react right away |
| 5. decomposing- Breaking a problem into parts and then solving the parts separately |
| 6. opinion – Someone's' view on something |
| 7. fact – Something which is true |
| 8. bias – agreeing or disagreeing with an idea in an unfair way |
| 9. logical reasoning – using rules to solve a problem |

11. **Properties**

Properties describe things like the dancer's position on the screen, the dancer's size, and the dancer's colour.

10. **Frames**

Every dance move is made up of a series of images called frames. Each frame is slightly different from the one before it. When your program runs, the computer shows one frame after another. They're shown so fast that it looks like the dancer is moving. This is the secret behind all animation.