■ **repetition** — means running a sequence of commands a certain number of times

■ `repeat 10` — is a **control block** which runs the blocks inside a specified number of times
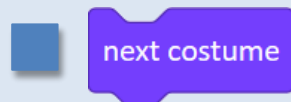
■ `wait 1 seconds` — a command which waits a specified number of seconds, e.g. 1, 2 or 0.2, then continues with the next blocks

■ **total turn** — total number of degrees the sprite turns when running a script

■ **costumes** — are alternative ways that a sprite can look on the stage

■ `next costume` — a command which switches to the next costume in the list of the sprite's costumes. The next costume after the last one is the first one in the list again

■ **pattern** — repeating sequence when stamping sprite's costume or costumes