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

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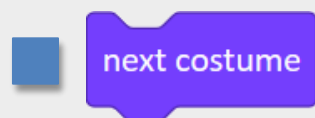
 a command which waits a specified number of seconds, e.g. 1, 2 or 0.2, then continues with the next blocks

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

 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