

Let's Dance Cards



**Design an animated dance scene
with music and dance moves.**

Let's Dance Cards

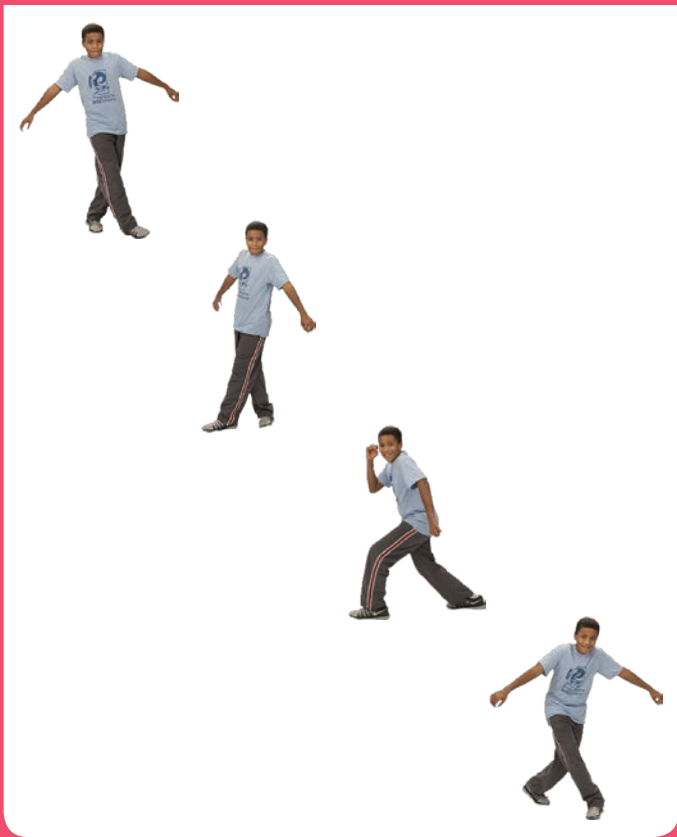
Try these cards in any order:

- **Dance Sequence**
- **Dance Loop**
- **Play Music**
- **Take Turns**
- **Starting Position**
- **Shadow Effect**
- **Interactive Dance**
- **Color Effect**
- **Leave a Trail**

Dance Sequence



Make an animated dance.



Let's Dance

1

Scratch

Dance Sequence

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GET READY



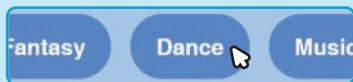
Choose a dancer.



Ten80 Dance



Click the **Costumes** tab to see the different dance moves.

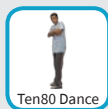


To see just the dance sprites, click the **Dance** category at the top of the Sprite Library.

ADD THIS CODE



Click the **Code** tab.



Type how long to wait between dance moves.



Pick different dance moves.

TRY IT

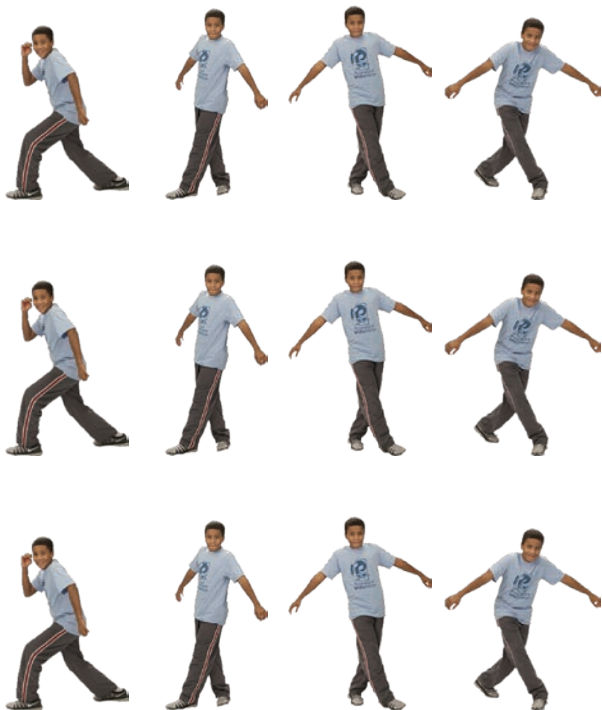
Click the green flag to start.



Dance Loop



Repeat a series of dance steps.



Dance Loop

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GET READY



Go to the
Sprite Library.

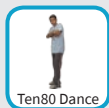


Click the **Dance** category.



Choose a dancer.

ADD THIS CODE



Add a **repeat** loop
around your dance
sequence.



Choose a dance pose.

Type how many
times you want
to repeat the dance.

TRY IT

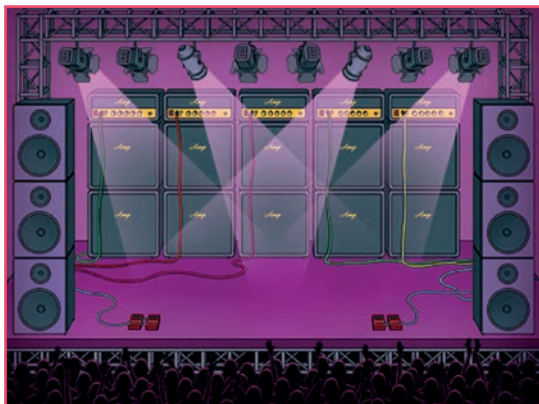
Click the green flag to start.



Play Music



Play and loop a song.



Play Music

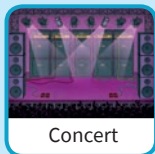
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GET READY



Choose a backdrop.



Sounds

Click the **Sounds** tab.



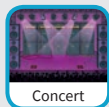
Choose a song from the
Loops category.

ADD THIS CODE



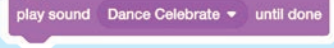
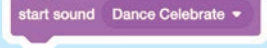
Code

Click the **Code** tab.



Type how many times you
want the song to repeat.

TIP

Make sure to use  (not )
or else the music won't finish playing before it begins again.

Take Turns



Coordinate dancers so that one begins after the other finishes.



Take Turns

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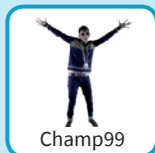
GET READY



Choose two dancers
from the Dance category.

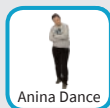


Anina Dance

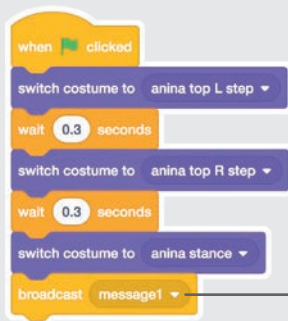


Champ99

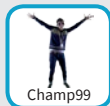
ADD THIS CODE



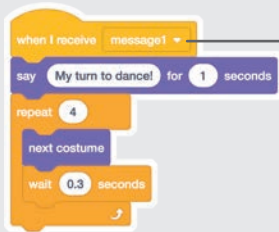
Anina Dance



Broadcast a message.



Champ99



Tell this dancer sprite
what to do when it
receives the message.

TRY IT

Click the green flag to start.



Starting Position



Tell your dancers where to start.



Starting Position

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GET READY



Go to the
Sprite Library.

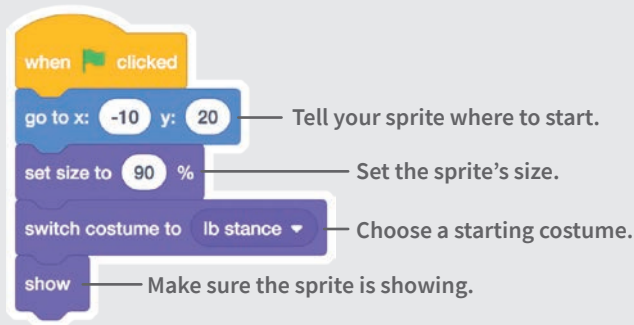
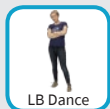


Click the **Dance** category.

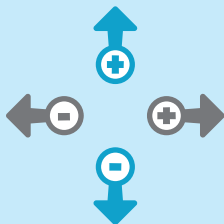


Choose a dancer.

ADD THIS CODE



TIP



Use `go to x: y:` to set a sprite's position on the Stage.

x is the position on the Stage from left to right.

y is the position on the Stage from top to bottom.

Shadow Effect



Make a dancing silhouette.



Shadow Effect

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GET READY



Go to the
Sprite Library.



Click the **Dance** category.



Choose a dancer.

ADD THIS CODE

Choose **brightness**
from the menu.



Set the brightness to **-100** to
make the sprite completely dark.



TRY IT

Click the green flag to start.



Click the stop sign to stop.

Interactive Dance

Press keys to switch dance moves.



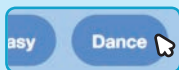
Interactive Dance

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GET READY



Go to the
Sprite Library.



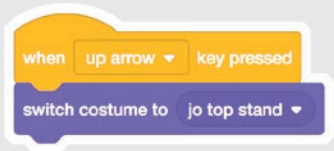
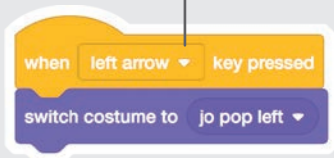
Click the **Dance** category.



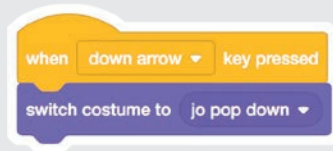
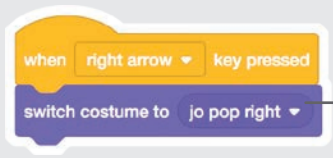
Choose a dancer.

ADD THIS CODE

Choose a different key to press
for each dance move.



Pick a dance move from the menu.



TRY IT

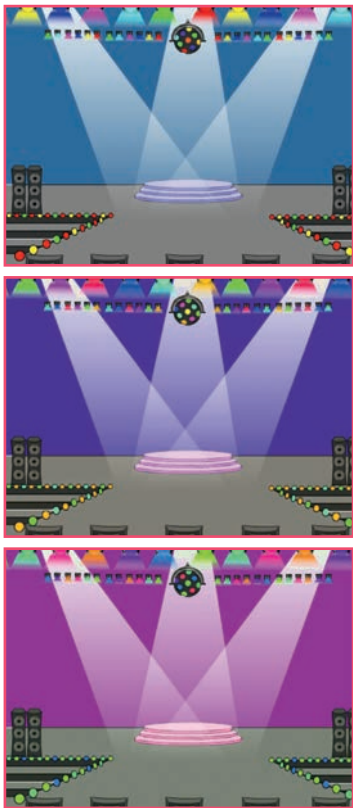


Press the arrow keys on your keyboard.

Color Effect



Make the backdrop change colors.



Color Effect

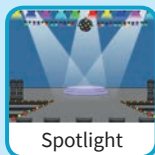
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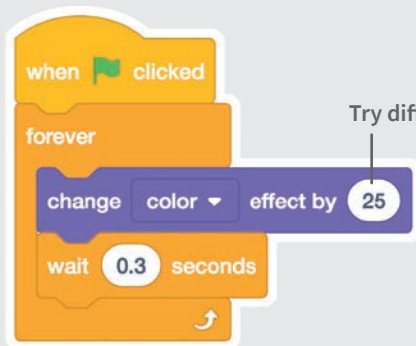
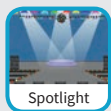
GET READY



Choose a backdrop.



ADD THIS CODE



Try different numbers.

TRY IT

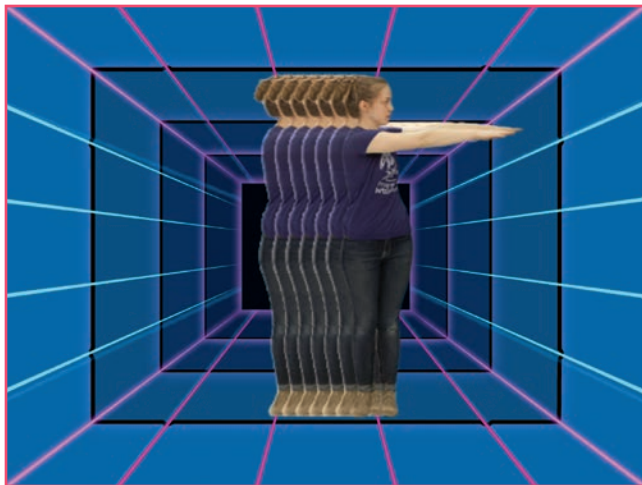
Click the green flag to start.



Leave a Trail



Stamp a trail as your dancer moves.



Leave a Trail

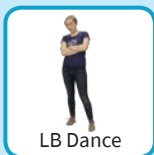
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GET READY



Choose a dancer from the Dance category.

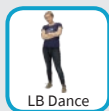


LB Dance

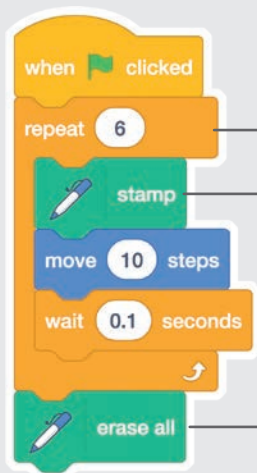


Click the **Extensions** button, and then click **Pen** to add the blocks.

ADD THIS CODE



LB Dance



Type how many times to repeat.

Stamp an image of the sprite on the Stage.

Clear all the stamps.

TRY IT

Click the green flag to start.

