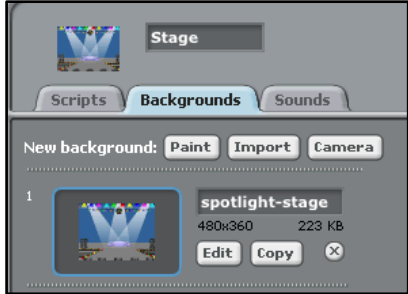


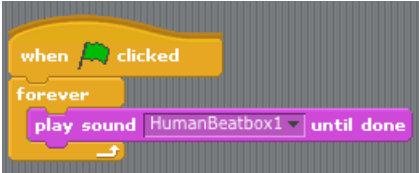
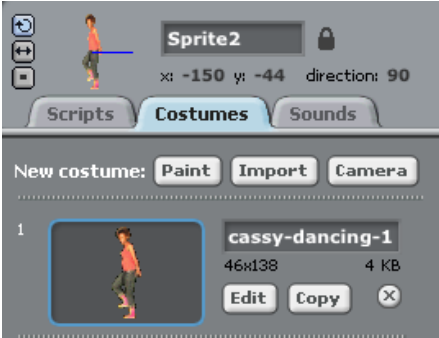
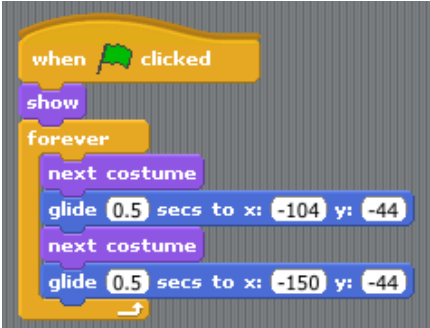


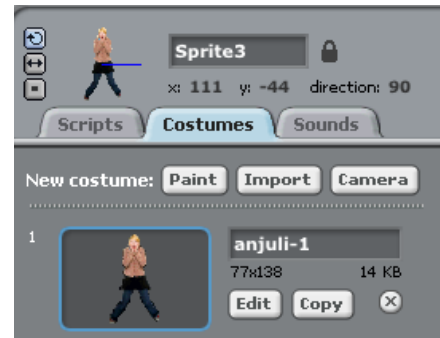
## Dance Party - Scratch 1.4

This resource has been simplified for users of Scratch 1.4. It is assumed that users have a basic knowledge of the Scratch Screen.

Activity	Scratch
1 Open Scratch and save the project	Save as Dance_Party
2 Open Stage and import the background spotlight-stage	
3 Animate the stage background by changing the colour of the lights. The forever loop will change the colour of the lights every 0.5 second. Insert the script in the stage script area.	
Test the animation by selecting the Green Flag Stop the animation select the Red Circle	
4 Add some music for the stage. Import sound from the Sounds tab and select HumanBeat box 1	
Test the sound effect.	
5 Insert a sprite from the sprite list.	
Choose a new sprite from file. Import a new costume cassy-dancing-1 Import two more costumes cassy-dancing-2 and cassy-dancing-3 these will be used in the dance animation of the sprites.	
6 Animate Cassy	
The forever loop will change the costumes and also glide Cassy across the screen.	
Test the animation. It may be necessary to edit Cassy in each of the costumes and make her appearance smaller to match the stage size.	

- 7 Create another new sprite and import three new costumes, anjuli-1, anjuli-2 and anjuli-3

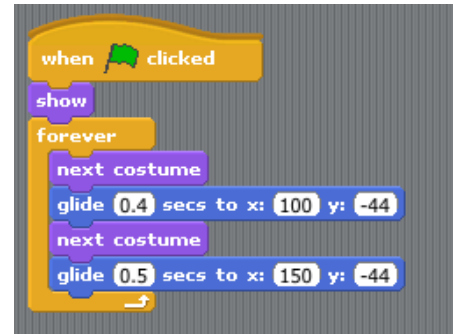
Follow the process in stage 5



- 8 Animate Anjuli

The forever loop will change the costumes and also glide Anjuli across the screen.

Test the animation. It may be necessary to edit Anjuli in each of the costumes and make her appearance smaller to match the stage size and Cassy.



- 9 Add a dialogue to Cassy's script

Test the animation



- 10 Add a dialogue to Anjuli's script



- 11 The program is complete. Test and debug the Dance Party.

Remember to save your finished project.

- 12 Challenges:

Add another sprite to the Dance Party