

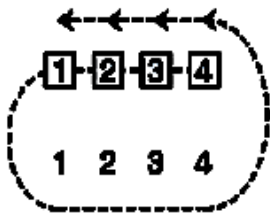
Programming St. Monica's Jig

St. Monica's Jig			4x32 J

Formation 1

St Monica's Jig has 4 formations. In the first formation second, third and fourth girls all follow the first girl dancing across the set, down behind the line of four boys back across to their own side and the up the side to their original place.

Think about the first girl's path on screen for the first formation.



To start with she needs to move down for two skip change of step, go right for four skip change of step, go up for two skip change of step and then go right for four skip change of steps.

Steps in Scratchjr are very short so the dancer will need to take 2 Scratch steps for every skip change of step.

The code blocks in Scratchjr look like this



1. Use stickers to show the first girl's path on her worksheet.

1



This is the first boy's path. Use stickers to add the path to his worksheet.

- 2 Work out the other boys' paths and use stickers to add them to each boy's worksheet.
- 3 Remember to get the last dancer (boy 4) to send a message to let the other people know he has finished.
- 4 When you have finished planning Formation two , swap who is using the iPad. Let someone else enter the coding for Formation 2 while the rest of the group works out the code for Formation 3.

Formation 3

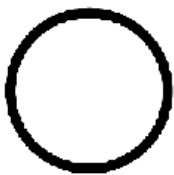


In this formation the first boy and girl start. They listen for the message to say that the last formation has finished, then turn away from each other and dance down three places behind their own line to the end of their set.

Once they get there everyone takes two steps sideways, back up towards the top of the set.

1. Add the code blocks for formation 3 to each dancer worksheet.
2. When you are finished swap roles again so that another person adds this formation to the Scratchjr project on the iPad while the others work out the path for Formation 4.

Formation 4



The formation is a circle. All eight dancers join in. They dance to the left for eight steps and then back to the right.

Add stickers showing this to each dancer's worksheet.

Let the fourth person in the group add this code to the Scratchjr project. Now you have worked each dancer's path for the whole dance. Check that the program works.

