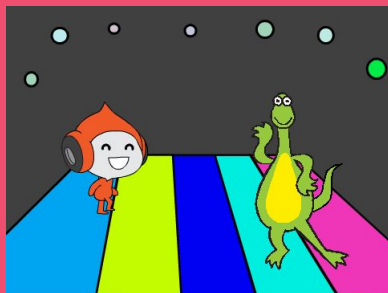# Let's Dance Cards

Design an animated dance scene with music and dance moves.
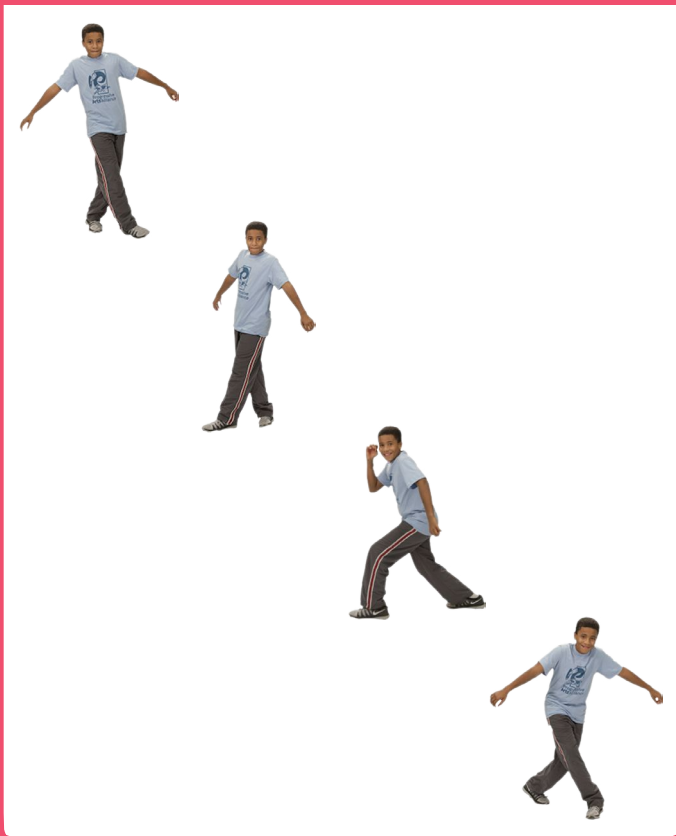
Let's Dance Cards

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.

SCRATCH

Dance Sequence
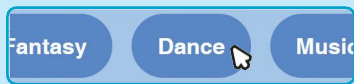
scratch.mit.edu

GET READY

Choose a dancer.

Ten80 Dance

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

Costumes

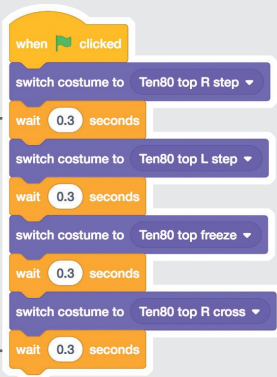To see just the dance sprites, click the **Dance** category at the top of the Sprite Library.

Fantasy   Dance   Music

ADD THIS CODE

Click the **Code** tab.

Code

Ten80 Dance

Type how long to wait between dance moves.

```
when [flag] clicked
switch costume to  Ten80 top R step ▾
wait  0.3  seconds
switch costume to  Ten80 top L step ▾
wait  0.3  seconds
switch costume to  Ten80 top freeze ▾
wait  0.3  seconds
switch costume to  Ten80 top R cross ▾
wait  0.3  seconds
```

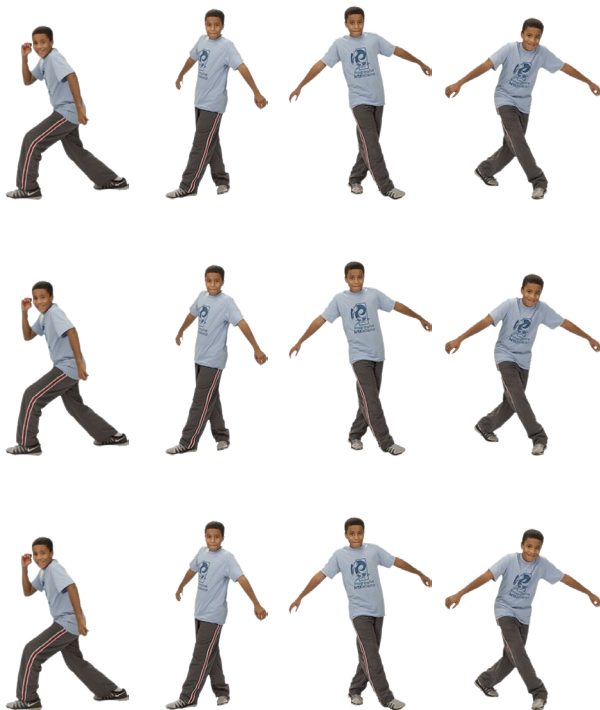Pick different dance moves.

TRY IT

Click the green flag to start

Dance Loop

Repeat a series of dance steps.

SCRATCH

Dance Loop

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GET READY

Go to the
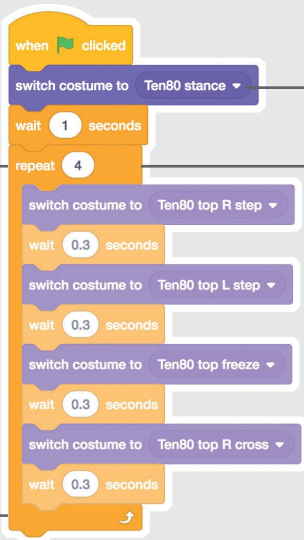Sprite Library.

Click the **Dance** category.

Ten80 Dance

Choose a dancer.

ADD THIS CODE

Ten80 Dance

```
when 🏳 clicked
switch costume to  Ten80 stance ▼
wait  1  seconds
repeat  4
    switch costume to  Ten80 top R step ▼
    wait  0.3  seconds
    switch costume to  Ten80 top L step ▼
    wait  0.3  seconds
    switch costume to  Ten80 top freeze ▼
    wait  0.3  seconds
    switch costume to  Ten80 top R cross ▼
    wait  0.3  seconds
```

Choose a dance pose.

Type how many times
you want to repeat the
dance.

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

```
repeat  ◯
```

TRY IT
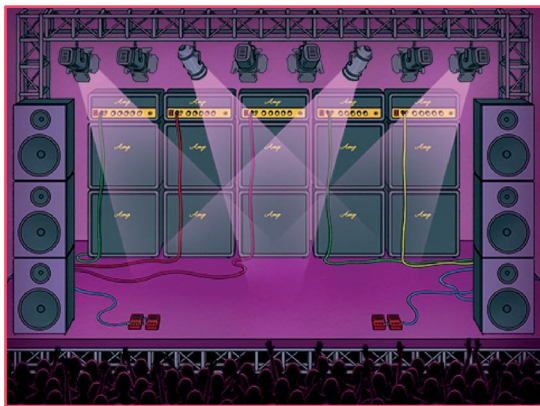
Click the green flag to start.

🏳 🔴

Play Music
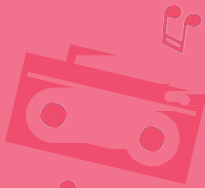
Play and loop a song.

Play Music

scratch.mit.edu

GET READY
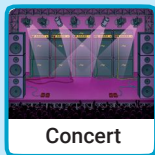
Click the **Sounds** tab.
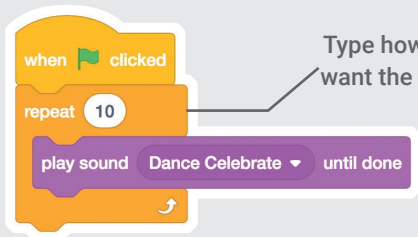
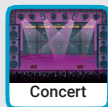Choose a backdrop.

Concert

Choose a song from the **Loops** category.

ADD THIS CODE

Click the **Code** tab.

Concert

```
when 🏳 clicked
repeat 10
  play sound Dance Celebrate ▼ until done
```
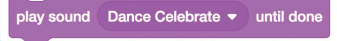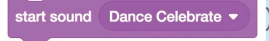
Type how many times you want the song to repeat.

TIP

Make sure to use `play sound Dance Celebrate ▼ until done` (not `start sound Dance Celebrate ▼`) or else the music won't finish playing before it begins again.

Take Turns

Coordinate dancers so that one begins after the other finishes.
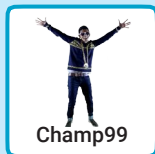
Take Turns

scratch.mit.edu

GET READY

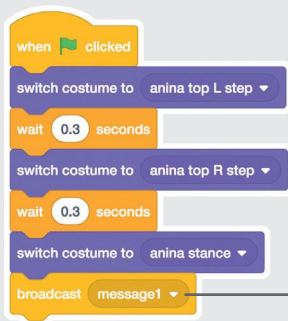Choose two dancers from the Dance category.

Anina Dance

Champ99

ADD THIS CODE

Anina Dance

```
when 🚩 clicked
switch costume to  anina top L step ▼
wait 0.3 seconds
switch costume to  anina top R step ▼
wait 0.3 seconds
switch costume to  anina stance ▼
broadcast  message1 ▼
```

——— Broadcast a message.

Champ99

```
when I receive  message1 ▼
say  My turn to dance!  for 1 seconds
repeat 4
  next costume
  wait 0.3 seconds
```

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

TRY IT

Click the green flag to start.

🚩 🔴

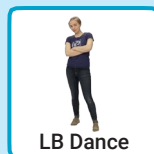# Starting Position

Tell your dancers where to start.

SCRATCH

Starting Position
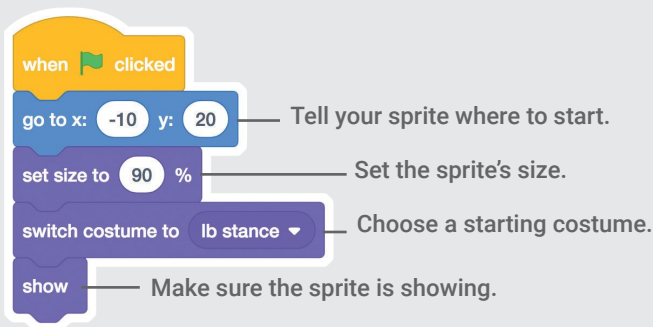
GET READY
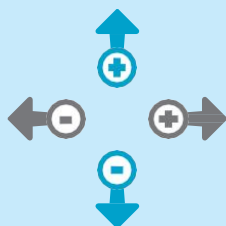
Go to the
Sprite Library.

Click the **Dance** category.

LB Dance

Choose a dancer.

ADD THIS CODE

LB Dance

```
when [flag] clicked
go to x: -10 y: 20
set size to 90 %
switch costume to lb stance ▼
show
```

— Tell your sprite where to start.

— Set the sprite's size.

— Choose a starting costume.

— Make sure the sprite is showing.

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

scratch.mit.edu
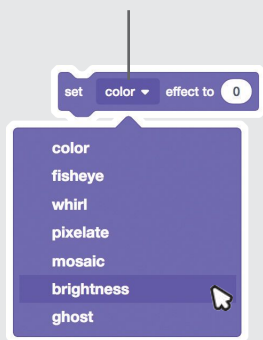
GET READY

Go to the
Sprite Library.

Click the **Dance** category.

Jouvi Dance

Choose a dancer.

ADD THIS CODE

Choose **brightness**
from the menu.

```
set  color ▼  effect to  0
```

color
fisheye
whirl
pixelate
mosaic
brightness
ghost

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

```
when 🏳 clicked
set  brightness ▼  effect to  -100
forever
  next costume
  wait  0.3  seconds
```

TRY IT

Click the green flag to start.

Click the stop sign to stop.

Interactive Dance

Press keys to switch dance moves.

SCRATCH

Interactive Dance

GET READY

Go to the
Sprite Library.
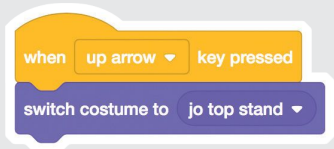
Click the **Dance** category

asy **Dance**

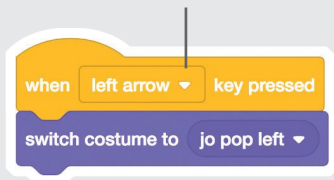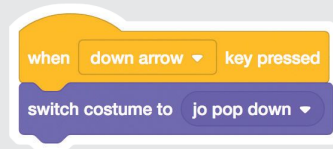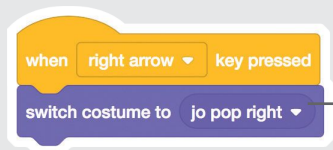**Jouvi Dance**

Choose a dancer.

ADD THIS CODE

Choose a different key to press
for each dance move.

Pick a dance move from the menu.

```
when  left arrow ▼  key pressed
switch costume to  jo pop left ▼
```
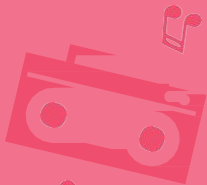
```
when  right arrow ▼  key pressed
switch costume to  jo pop right ▼
```

```
when  up arrow ▼  key pressed
switch costume to  jo top stand ▼
```

```
when  down arrow ▼  key pressed
switch costume to  jo pop down ▼
```

TRY IT

Press the arrow keys on your keyboard.

Color Effect

Make the backdrop change colors.

SCRATCH

Color Effect

GET READY

Choose a backdrop.

Spotlight

ADD THIS CODE

Spotlight

```
when 🏳 clicked
forever
  change color ▼ effect by 25
  wait 0.3 seconds
```
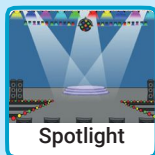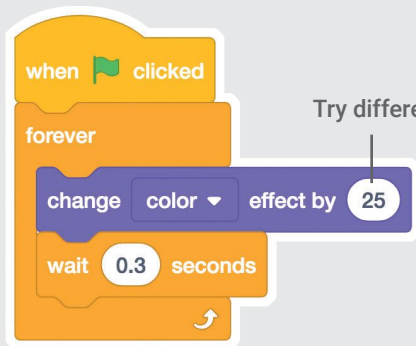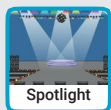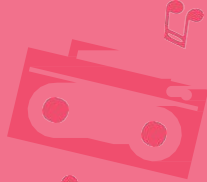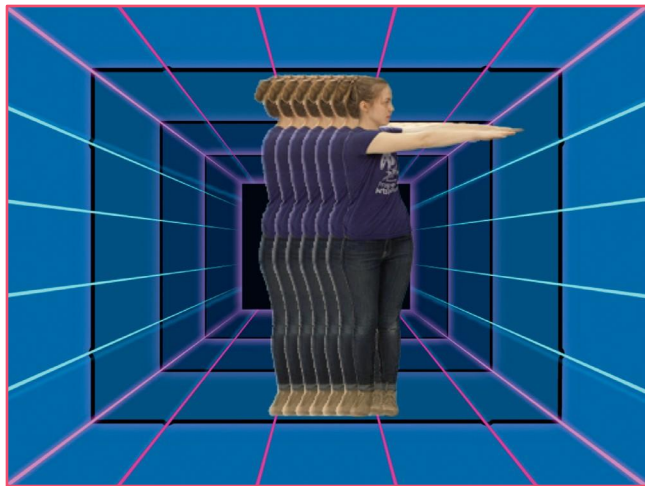
Try different numbers.

TRY IT

Click the green flag to start. 🏳 🔴

Leave a Trail

Stamp a trail as your dancer moves.

SCRATCH

Leave a Trail
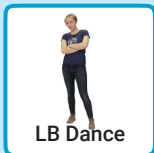
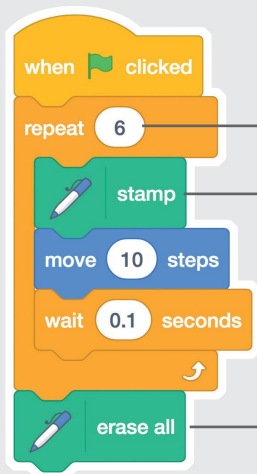## GET READY

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

```
when 🏳 clicked
repeat 6
    stamp
    move 10 steps
    wait 0.1 seconds

erase all
```

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.