

Activity 2—Dance Party

LEVEL UP! 

Now that you have some experience with loops, let's use some to throw a dance party! Good thing Scratch has awesome dancers!

STEP 1



Find Ben and Max in your sprites library and load them into a new program.

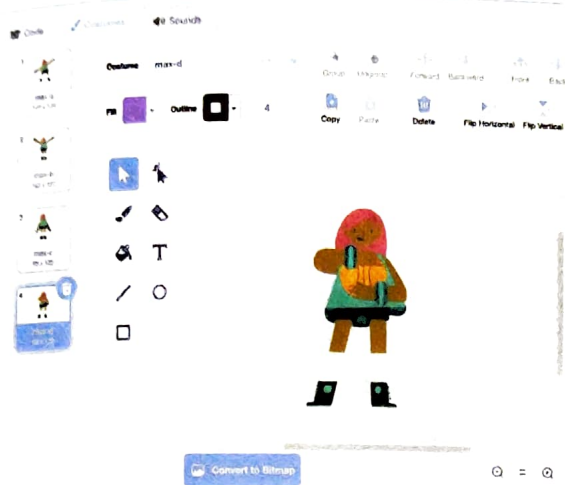
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STEP 2

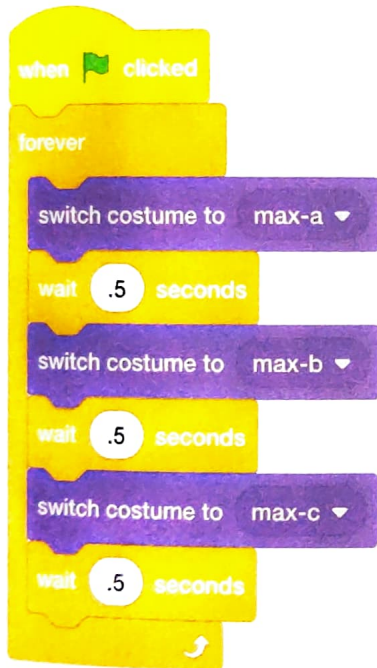


Go to Ben's script editor. Since *all* of Ben's costumes involve different dance positions, we can use a *next costume* looks block. Remember to add a *wait () seconds* control block so there is a pause before he switches costumes. Choose a small number, such as 0.5 seconds, so he will switch costumes pretty quickly. Then give him a little side-to-side movement. Try using a *move 10 steps* motion block, adding a *wait () seconds* control block, and then finishing with a *move -10 steps* motion block. Then wrap that *forever* control block around everything. Check out his moves!

STEP 3



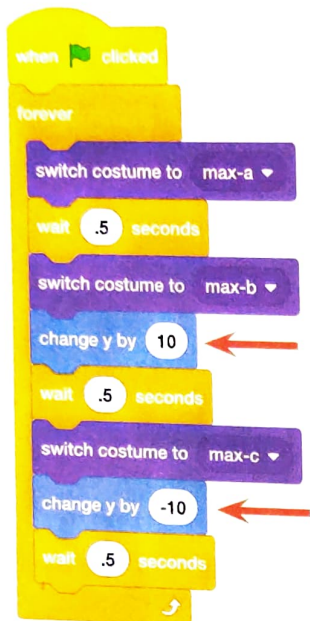
Now switch to Max's script editor. Take a look at Max's costumes under the Costumes tab. Notice how the fourth costume, max-d, shows her holding a basketball. You don't want a basketball randomly appearing and disappearing while Max dances—that would be super weird!



Begin a new script with a **when flag clicked** event block. Instead of using the **next costume** shortcut, you need to choose the exact costumes you want to use—max-a, max-b, and max-c—so go ahead and drag over three **switch costume to ()** looks blocks. Don't forget your **wait () seconds** control block between each change. You can still use a **forever** control block to make her repeat the costume changes. Try it out and shorten the wait time to 0.5 seconds to make her dance faster.

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STEP 4



Let's make Max jump when she throws up her arms! Jumping means that she will be moving up and down on the y-axis. Use a *change y by 10* motion block to make her jump up when she is wearing the max-a costume, and use a *change y by -10* motion block to make her land back on the ground when she is wearing the max-c costume.

STEP 5



It's not a dance party without a fun backdrop! Try loading the Party backdrop from your Scratch library.

STEP 6: CODE COMPLETE!

Hmmm, something is missing. What could it be?

Music! Pick out a fun song from the Scratch sound library. How about "Dance Celebrate"?

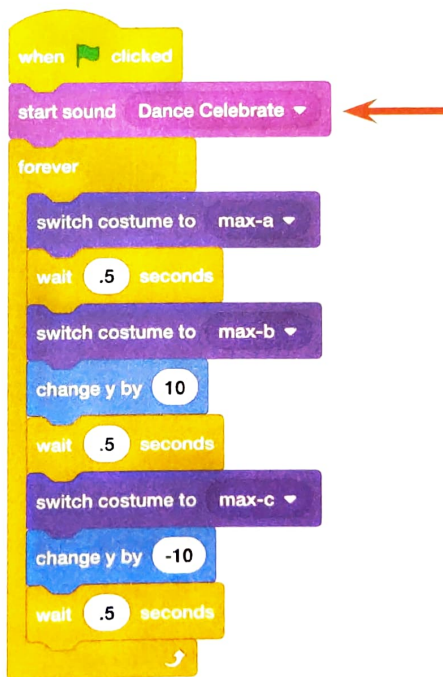
You could add your sound code to either of your sprites, but let's go ahead and place it on Max. Place a **start sound** () sound block right under her **when flag clicked** event block. Click the arrow to select your song.



BEN'S CODE



MAX'S CODE



YOUR TURN!

Now that you've coded this activity, try challenging yourself to make the following changes:

- ☐ Use **turn** motion code to give your dancers more movement.
- ☐ Add some more backdrops and then use a loop to make them switch out during the dance party.
- ☐ Use a **say** looks code block to make Ben and Max talk! What funny things can you make them say?