|  |  |  |
| --- | --- | --- |
| 1 | Start a new project and delete the Cat sprite | |
| 2 | Click the **Stage** icon beside the **Sprites** bar. Click the **Backdrops** tab. Select the **Choose Backdrop** icon from the **New Backdrop** bar. |  |
| 3 | Select **Stage1** |  |
| 4 | Click the **Choose New Sprite** icon from the **Sprites** bar. |  |
| 5 | Select **Jouvi Hip-Hop**.  Use the **shrink** tool to make the sprite smaller to fit on the stage. |  |
| 6 | Add two more dancing sprites and use the **shrink** tool to fit the others on stage. |  |
| 7 | Your **stage** should look like this now. |  |

|  |  |  |
| --- | --- | --- |
| 8 | Click the **Jouvi Hip-Hop** sprite and click the **Scripts** tab |  |
| 9 | Place the following script blocks. This will make the sprite:   * Change their *costume* ten times a second   A costume is what a sprite looks like. A sprite that has many costumes is an *animated* sprite. This means that each costume is only a little different, and when a sprite changes costumes quickly, it will look like they do something. |  |
| 10 | Copy the code block to the other sprites. Just drag and drop all the blocks on each sprite | |
| 11 | Click the **Stage** and then click the **Sounds** tab.  Select the **Choose Sound** icon from the **New Sound** bar |  |

|  |  |  |
| --- | --- | --- |
| 12 | Select the **dance around** sound |  |
| 13 | Click the **Scripts** tab  Place the following script blocks. This will make the background:   * Play **dance around** sound until it’s finished, and then play it again forever |  |
| 14 | And that’s it! But what next?  Try improving the game.   * Mix different sounds by adding more sounds to the Stage and more play sound blocks * Make the dancers dance at different speeds * Make the dancers move around the stage * Add new dancers | |