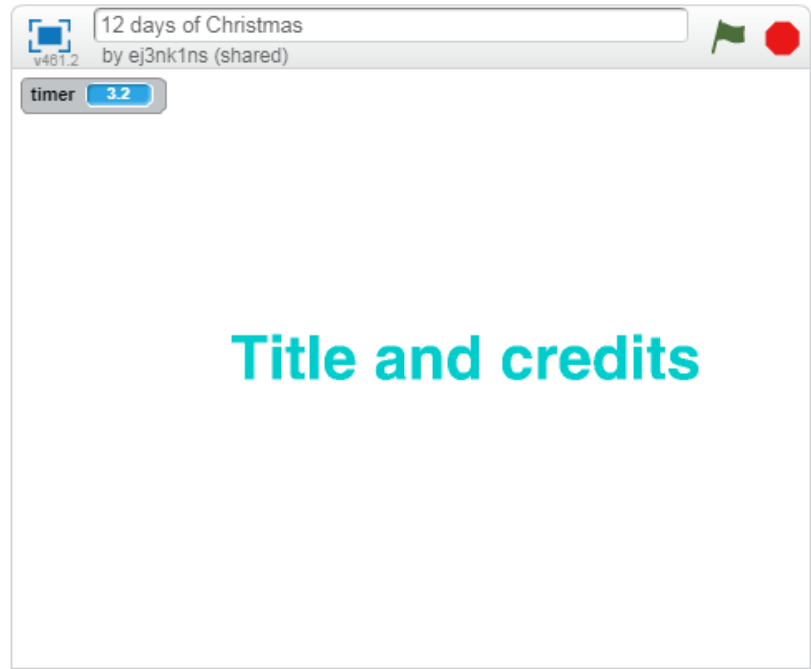


12 Days of Christmas

This project is designed for a group, so each individual can contribute one (or more) of the 'Days of Christmas'!



You can see (and remix) the skeleton for this project here:

<https://scratch.mit.edu/projects/261206046/>.

Step 1: Mentor set-up

- Import the music for this project from <http://1234christmas.com/the-twelve-days-of-christmas-carol-lyrics-video-mp3-download/3859/>.
- Play the music to your coders, and ask them to choose one of the 'Days of Christmas', and to either draw or code it (see the options below).
- Combine their work in the skeleton project (linked above, or see code at end), and play it to everyone!

Step 2: Coder tasks

You are asked to choose a 'Day of Christmas' from the song, and design it in Scratch, by following one of the options below. The 12 days are as follows:

On the first day of Christmas, my true love gave to me, a partridge in a pear tree,

Two turtle doves,
Three French hens,
Four colly birds (*'colly' means black*),
Five gold rings,
Six geese a' laying,
Seven swans a' swimming,
Eight maids a' milking,
Nine drummers drumming,
Ten pipers piping,
Eleven ladies dancing,
Twelve lords a' leaping.

Here are the three ways you can design your part of the song:

- Option 1 (just drawing)

Draw the scene that is described in the song on the Scratch backdrop.

- Option 2 (just coding)

Use standard Scratch sprites and backdrops to code the scene you have chosen. For example, if you have chosen Day 12, you could use the Prince sprite to be a lord, and add code to clone him 12 times, and then make the clones leap up and down.

- Option 3 (drawing and coding!)

As above, but combine your drawing and coding skills for something truly original!

Save your project