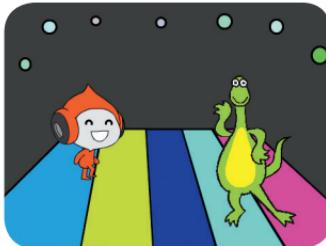


Let's Dance Cards



Design an animated dance scene
with music and dance moves.

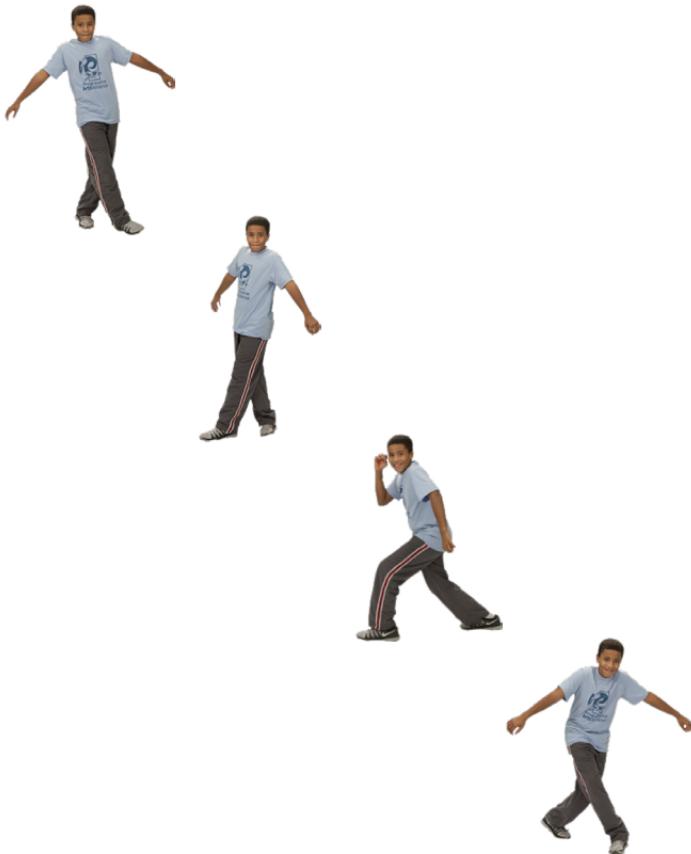
Let's Dance Cards

Try these cards in any order:

- **Dance Sequence**
- **Dance Loop**
- **Play Music**
- **Take Turns**
- **Starting Position**
- **Shadow Effect**
- **Leave a Trail**
- **Color Effect**
- **Bop a Bit**
- **Interactive Dance**

Dance Sequence

Make an animated dance.



Let's Dance

1

SCRATCH

Dance Sequence

scratch.mit.edu/dance

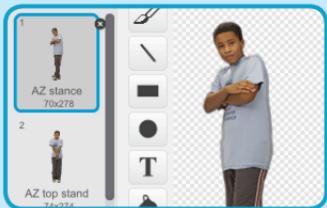


GET READY

Choose a dancer from the Dance theme.



Click the Costumes tab to see the different dance moves.



ADD THIS CODE

Click the Scripts tab.



Choose a dance move.

Type how long to wait.

TRY IT

Click the green flag to start.



Dance Loop

Repeat a series of dance steps.



Dance Loop

scratch.mit.edu/dance



GET READY

Choose a dancer from
the Dance theme.

New sprite:



ADD THIS CODE

when green flag clicked

switch costume to AZ stance ▾

— Choose a dance pose.

wait (2) secs

repeat (4)

switch costume to AZ top R step ▾

Type how many
times you want
to repeat the dance.

wait (0.5) secs

switch costume to AZ top L step ▾

wait (0.5) secs

switch costume to AZ top freeze ▾

wait (0.5) secs

switch costume to AZ top R cross ▾

wait (0.5) secs



TRY IT

Click the green flag to start.



Play Music

Play and loop a song.



Play Music

scratch.mit.edu/dance



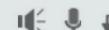
GET READY

Choose a backdrop.



Click the Sounds tab.

New sound:

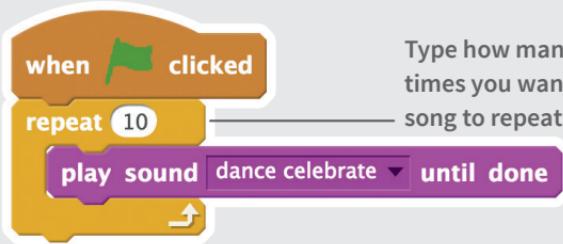


Choose a song from the **Music Loops** category.

Or upload an MP3 or other sound file.

ADD THIS CODE

Click the Scripts tab.



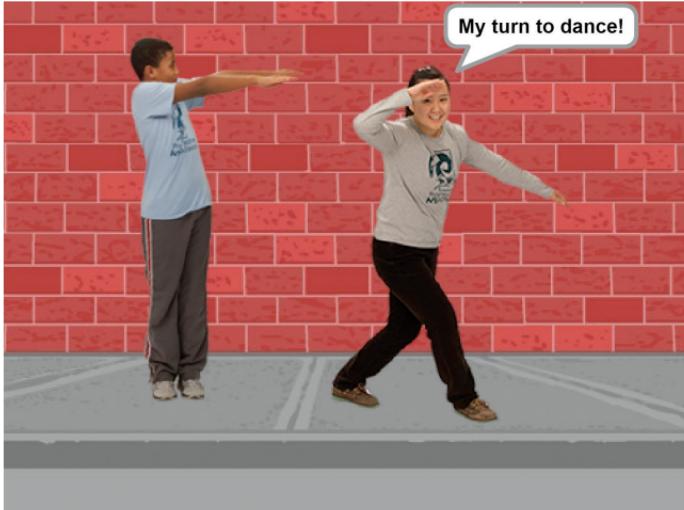
Type how many times you want the song to repeat.

TIP

Make sure to use **play sound [dance celebrate v] until done** (not **play sound [dance celebrate v]**) or else the music won't finish playing before it begins again.

Take Turns

Coordinate dancers so that one begins after the other.



Take Turns

scratch.mit.edu/dance



GET READY

Choose two dancers from the Dance theme.

New sprite:



AZ Hip-Hop



Anina Hip-Hop

ADD THIS CODE



when green flag clicked

switch costume to AZ top L step

wait 0.5 secs

switch costume to AZ top R step

wait 0.5 secs

switch costume to AZ stance

broadcast message1

Broadcast a message.



when I receive message1

say My turn to dance! for 2 secs

repeat (4)

next costume

wait 1 secs

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

TRY IT

Click the green flag to start.



Starting Position

Tell your dancers where to start.



Starting Position

scratch.mit.edu/dance



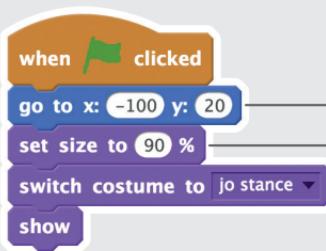
GET READY

Choose a dancer that you want to start.

New sprite:



ADD THIS CODE



Tell it where to start.

Set its size.

Choose the starting costume.

Make sure the sprite is showing (not hiding).

TIP

Use **go to x: [] y: []** to set a sprite's position on the Stage.

You can find an x and y position by pointing with the mouse pointer.



Shadow Effect

Make a dancing silhouette.



Shadow Effect

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GET READY

Choose a dancer from the Dance theme.

New sprite:



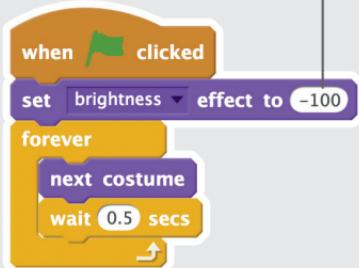
Jouvi Hip-Hop

ADD THIS CODE

Choose **brightness** from the menu.



Set the brightness to **-100**.



TRY IT

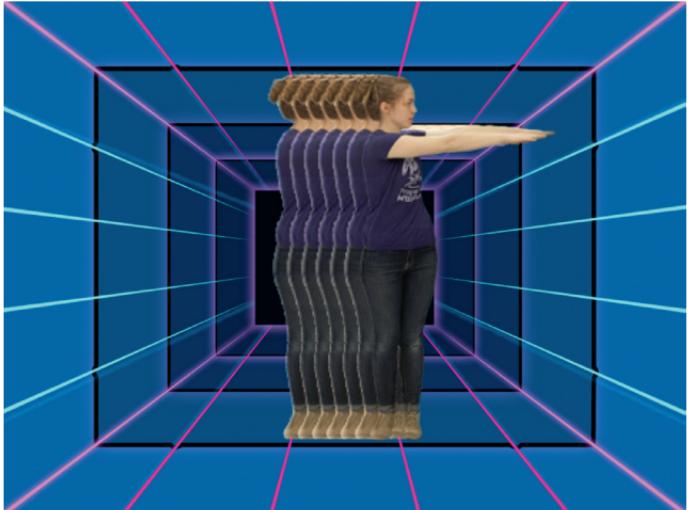
Click the green flag to start.



Click the stop sign to stop.

Leave a Trail

Stamp a trail as your dancer moves.



Leave a Trail

scratch.mit.edu/dance



GET READY

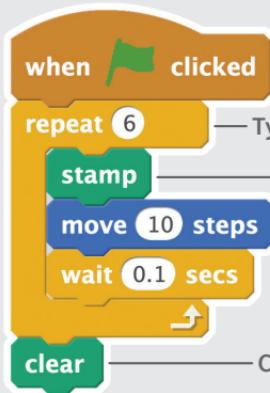
Choose a dancer from
the Dance theme.

New sprite:



LB Hip-Hop

ADD THIS CODE



Type how many times to repeat.

Stamp the current
costume on the Stage.

Clear all the stamps.

TRY IT

Click the green flag to start.



Color Effect

Make the backdrop change colors.



Color Effect

scratch.mit.edu/dance



GET READY

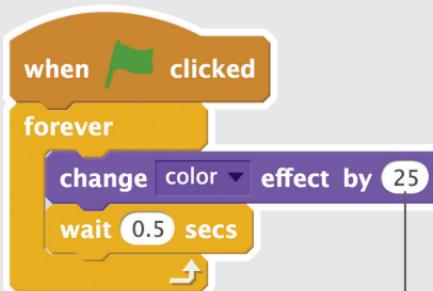
New backdrop:

Choose a backdrop.



ADD THIS CODE

Click the **Scripts** tab.



Try different numbers.

TRY IT

Click the green flag to start.



Bop a Bit

Move your dancer up and down
a little to look lively.



Bop a Bit

scratch.mit.edu/dance



GET READY

Choose a dancer from
the Dance theme.

New sprite:



AZ Hip-Hop

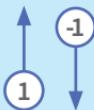
ADD THIS CODE



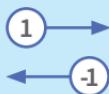
Type a positive number
to move up.

Type a negative number
to move down.

TIP



To move up or down, you can use



To move left or right, you can use



Interactive Dance

Press keys to switch dance moves.



Interactive Dance

scratch.mit.edu/dance



GET READY

Choose a dancer from
the Dance theme.

New sprite:



Jouvi Hip-Hop

ADD THIS CODE

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 to make your dancer move.