

# Let's Dance Cards



Design an animated dance scene  
with music and dance moves.



# Let's Dance Cards

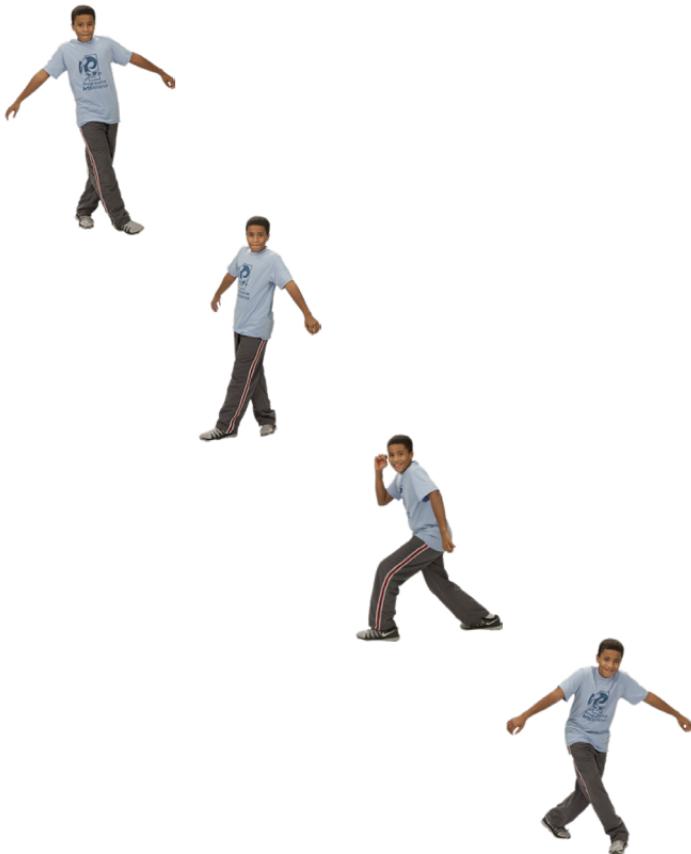
Try these cards in any order:

- **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.



Let's Dance

1

SCRATCH

# Dance Sequence

scratch.mit.edu



## GET READY



Choose a dancer.



Ten80 Dance



Costumes

Click the Costumes tab to see the different dance moves.



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

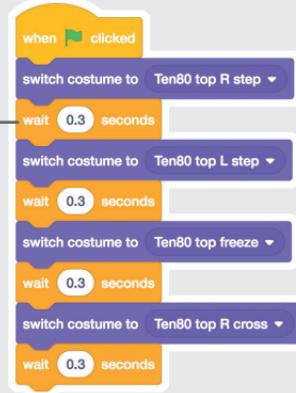
## ADD THIS CODE



Click the Code tab.



Type how long to wait between dance moves.



Pick different dance moves.

## TRY IT

Click the green flag to start.



# Dance Loop



Repeat a series of dance steps.



# Dance Loop

scratch.mit.edu



## GET READY



Go to the  
Sprite Library.



Click the **Dance** category.

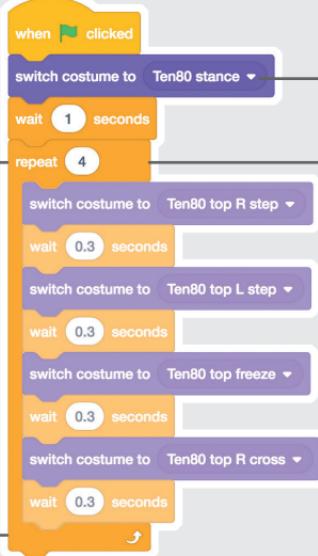


Choose a dancer.

## ADD THIS CODE



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



Choose a dance pose.

Type how many times  
you want to repeat the  
dance.

## TRY IT

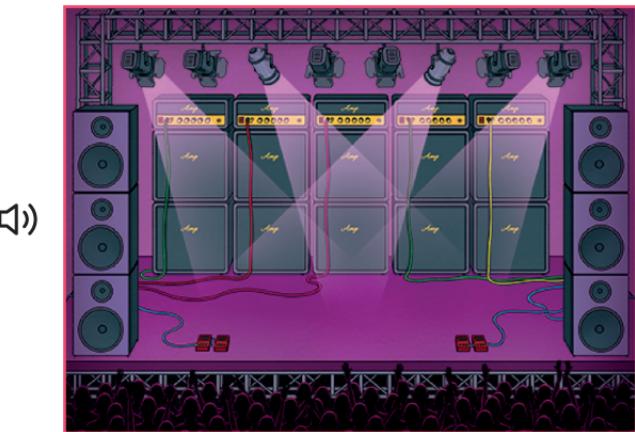
Click the green flag to start.



# Play Music



Play and loop a song.



Let's Dance

3

SCRATCH

# Play Music

scratch.mit.edu



## GET READY



Choose a backdrop.



Concert

Sounds Click the Sounds tab.



Choose a song from the Loops category.

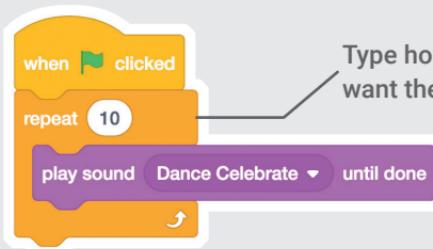
## ADD THIS CODE



Click the Code tab.



Concert



Type how many times you want the song to repeat.

Make sure to use

`play sound [Dance Celebrate v] until done`

(not

`start 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 finishes.



# Take Turns

scratch.mit.edu



## GET READY



Choose two dancers from the Dance category.



## ADD THIS CODE



Anina Dance

```
when green flag clicked
  switch costume to [anina top L step v]
  wait [0.3 seconds]
  switch costume to [anina top R step v]
  wait [0.3 seconds]
  switch costume to [anina stance v]
  broadcast [message1 v]
```

Broadcast a message.



Champ99

```
when I receive [message1 v]
  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.



# Starting Position

scratch.mit.edu



## GET READY



Go to the  
Sprite Library.



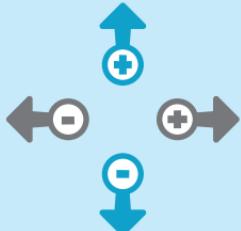
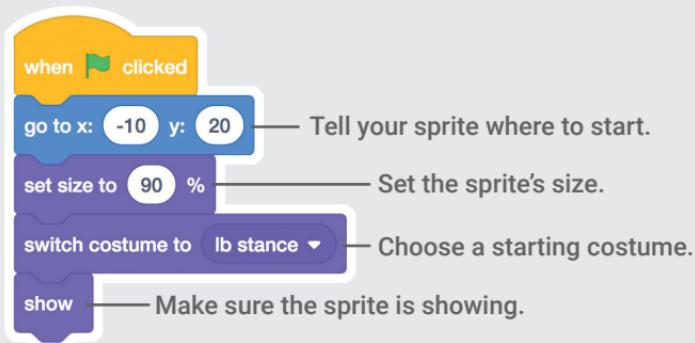
Click the Dance category.



LB Dance

Choose a dancer.

## ADD THIS CODE



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.



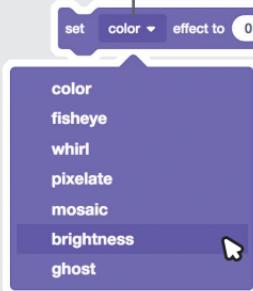
Click the Dance category.



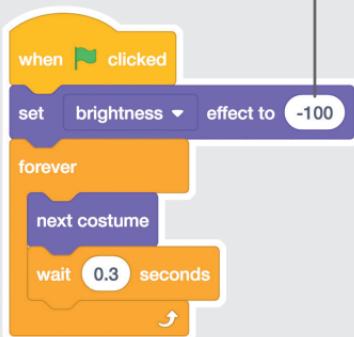
Choose a dancer.

## ADD THIS CODE

Choose **brightness**  
from the menu.



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



Click the green flag to start.



Click the stop sign to stop.

# Interactive Dance

Press keys to switch dance moves.



# Interactive Dance

scratch.mit.edu



## GET READY



Go to the  
Sprite Library.



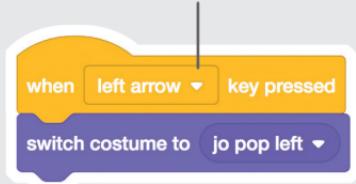
Click the **Dance** cate-



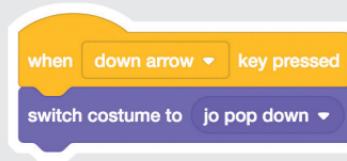
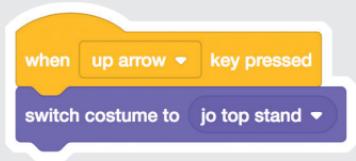
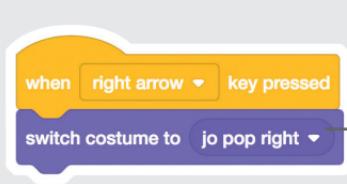
Choose a dancer.

## ADD THIS CODE

Choose a different key to press  
for each dance move.



Pick a dance move from the menu.



## TRY IT



Press the arrow keys on your keyboard.

# Color Effect



Make the backdrop change colors.



# Color Effect

scratch.mit.edu



## GET READY

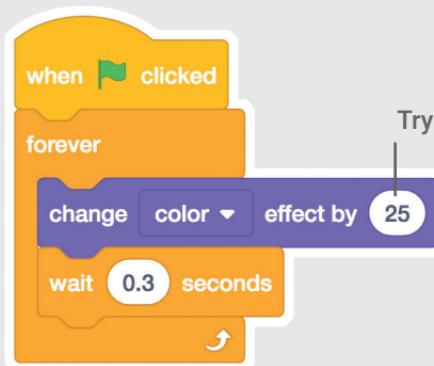


Choose a backdrop.



Spotlight

## ADD THIS CODE



Try different numbers.

## TRY IT

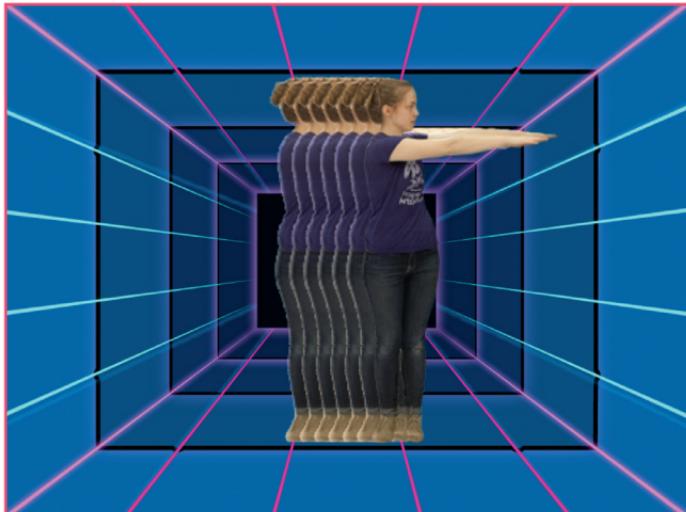
Click the green flag to start.



# Leave a Trail



Stamp a trail as your dancer moves.



# Leave a Trail

scratch.mit.edu



## GET READY



Choose a dancer from the Dance category.

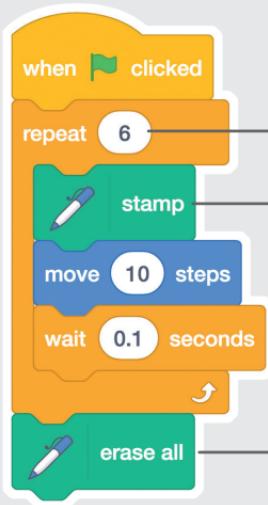


LB Dance



Click the Extensions button, and then click Pen to add the blocks.

## ADD THIS CODE



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.

