

Make a Card



1. Fold the card in half

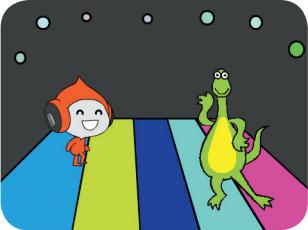


2. Glue the backs together



3. Cut along the dashed line

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

Make a Card



1. Fold the card in half



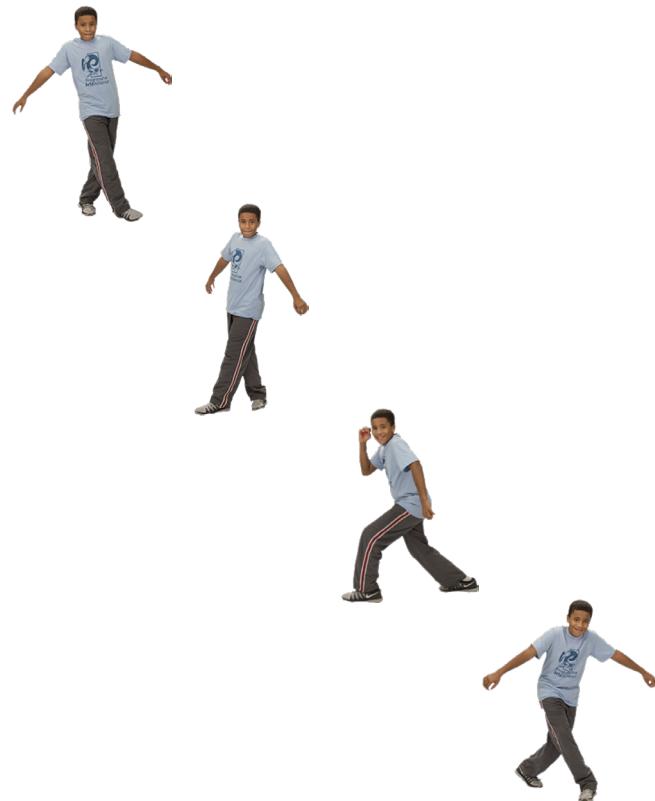
2. Glue the backs together



3. Cut along the dashed line

Dance Sequence

Make an animated dance.



Let's Dance

1

SCRATCH

Dance Sequence

scratch.mit.edu/dance

GET READY

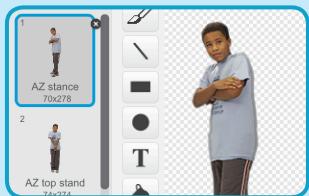
Choose a dancer from the Dance theme.

New sprite:



AZ Hip-Hop

Click the **Costumes** tab to see the different dance moves.



ADD THIS CODE

Click the **Scripts** tab.

```
when green flag clicked
switch costume to [AZ top R step v]
wait [0.5 secs]
switch costume to [AZ top L step v]
wait [0.5 secs]
switch costume to [AZ top freeze v]
wait [0.5 secs]
switch costume to [AZ top R cross v]
wait [0.5 secs]
```

Choose a dance move.

Type how long to wait.

TRY IT

Click the green flag to start.



Make a Card



1. Fold the card in half



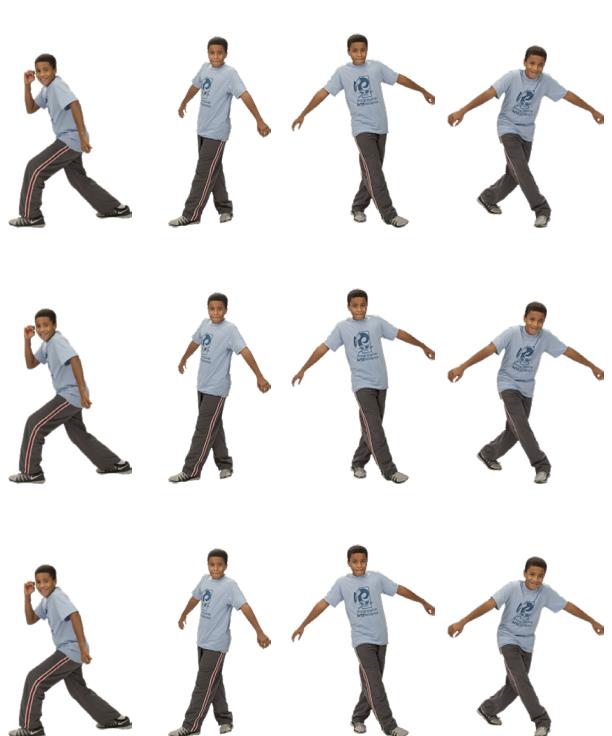
2. Glue the backs together



3. Cut along the dashed line

Dance Loop

Repeat a series of dance steps.



Let's Dance

2

SCRATCH

Dance Loop

scratch.mit.edu/dance

GET READY

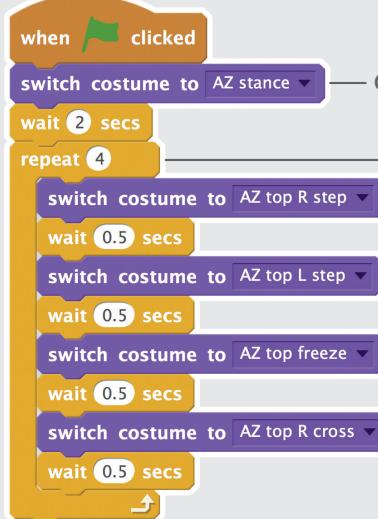
Choose a dancer from
the Dance theme.

New sprite:



AZ Hip-Hop

ADD THIS CODE



Type how many
times you want
to repeat the dance.

TRY IT

Click the green flag to start.



Make a Card



1. Fold the card in half



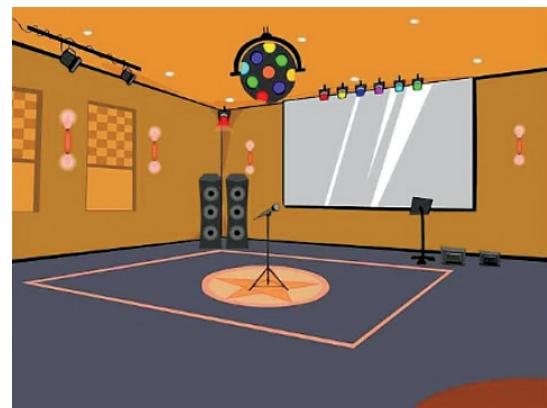
2. Glue the backs together



3. Cut along the dashed line

Play Music

Play and loop a song.



Let's Dance

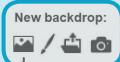
3

SCRATCH

Play Music

scratch.mit.edu/dance

GET READY

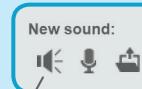


Choose a backdrop.



party room

Click the **Sounds** tab.



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.

Make a Card



1. Fold the card in half



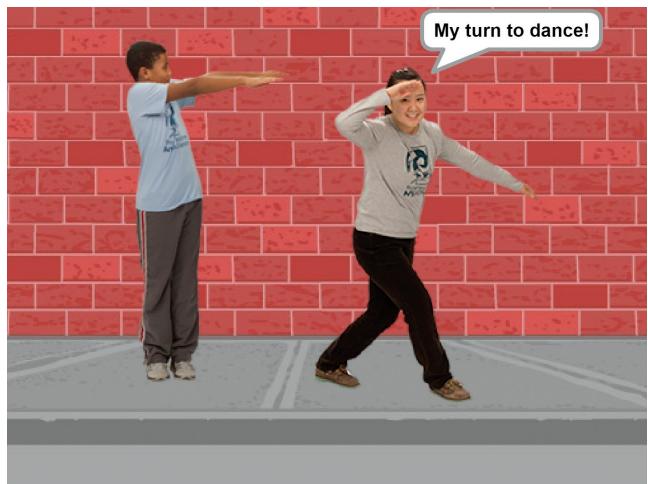
2. Glue the backs together



3. Cut along the dashed line

Take Turns

Coordinate dancers so that one begins after the other.



Let's Dance

4

SCRATCH

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.



Make a Card



1. Fold the card in half



2. Glue the backs together



3. Cut along the dashed line

Starting Position

Tell your dancers where to start.



Let's Dance

5

SCRATCH

Starting Position

scratch.mit.edu/dance

GET READY

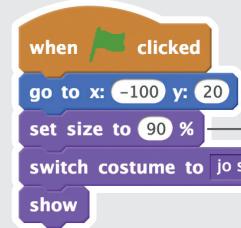
Choose a dancer that you want to start.

New sprite:



Jouvi Hip-Hop

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 to set a sprite's position on the Stage.

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



Make a Card



1. Fold the card in half



2. Glue the backs together



3. Cut along the dashed line

Shadow Effect

Make a dancing silhouette.



Let's Dance

6

SCRATCH

Shadow Effect

scratch.mit.edu/dance

GET READY

Choose a dancer from
the Dance theme.

New sprite:



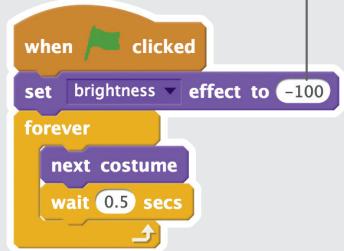
Jouvi Hip-Hop

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.



Make a Card



1. Fold the card in half



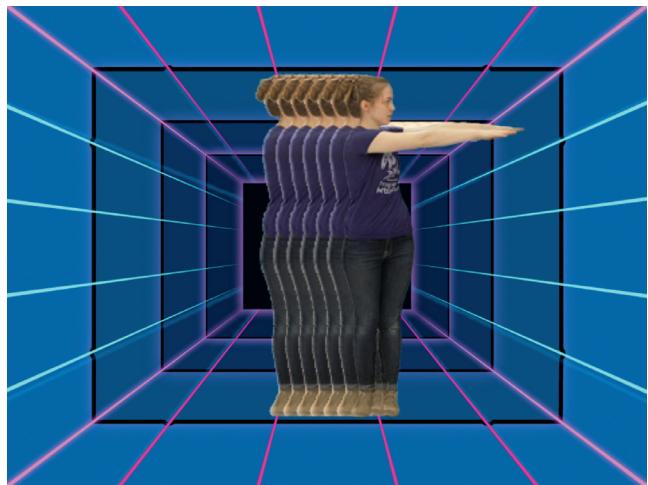
2. Glue the backs together



3. Cut along the dashed line

Leave a Trail

Stamp a trail as your dancer moves.



Let's Dance

7

SCRATCH

Leave a Trail

scratch.mit.edu/dance

GET READY

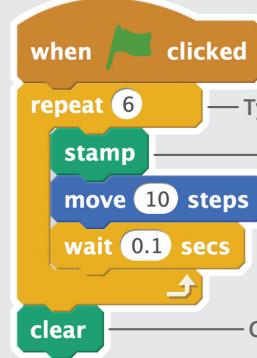
Choose a dancer from
the Dance theme.

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.



Make a Card



1. Fold the card in half



2. Glue the backs together



3. Cut along the dashed line

Color Effect

Make the backdrop change colors.



Let's Dance

8

SCRATCH

Color Effect

scratch.mit.edu/dance

GET READY

New backdrop:

Choose a backdrop.



ADD THIS CODE

Click the **Scripts** tab.



```
when green flag clicked
forever
  change color by 25
  wait 0.5 secs
```

Try different numbers.

TRY IT

Click the green flag to start.



Make a Card



1. Fold the card in half



2. Glue the backs together



3. Cut along the dashed line

Bop a Bit

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



Let's Dance

9

SCRATCH

Bop a Bit

scratch.mit.edu/dance

GET READY

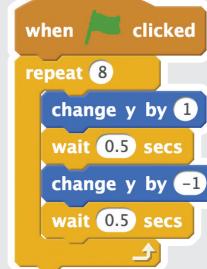
Choose a dancer from
the Dance theme.

New sprite:



AZ Hip-Hop

ADD THIS CODE

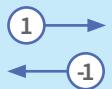


- Type a positive number to move up.
- Type a negative number to move down.

TIP



To move up or down, you can use `change y by`.



To move left or right, you can use `change x by`.

Make a Card



1. Fold the card in half



2. Glue the backs together



3. Cut along the dashed line

Interactive Dance

Press keys to switch dance moves.



Let's Dance

10

SCRATCH

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.