

# Let's Dance Cards



Design an animated dance scene  
with music and dance moves.

# Let's Dance Cards

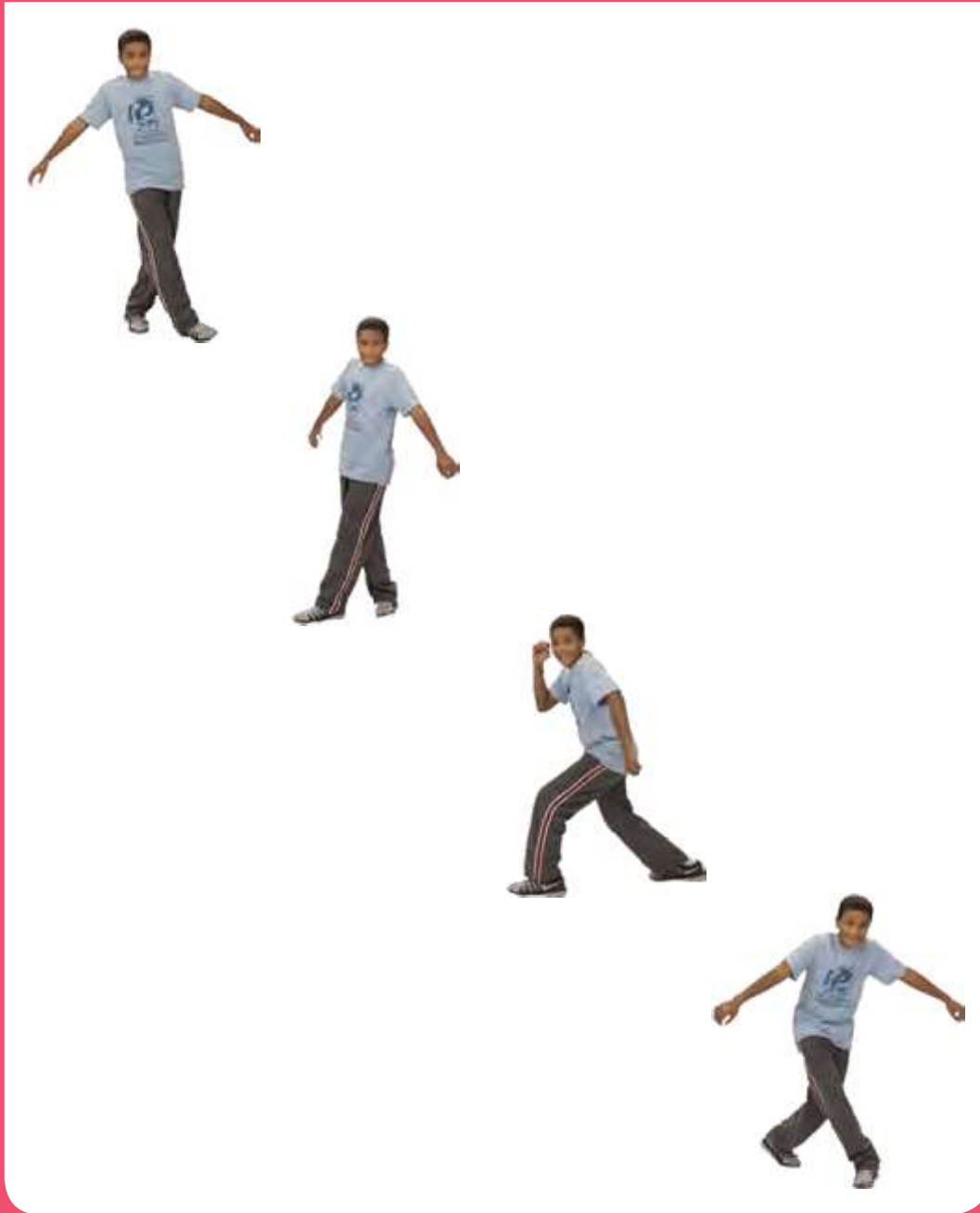
Try these cards in any order:

- **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.



# Dance Sequence

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## GET READY



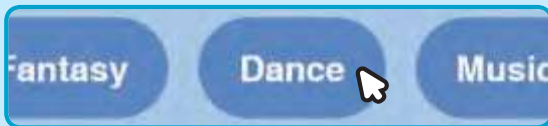
Choose a dancer.



Ten80 Dance



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.



Ten80 Dance

Type how long to wait between dance moves.

```
when green flag clicked
  switch costume to Ten80 top R step
  wait 0.3 seconds
  switch costume to Ten80 top L step
  wait 0.3 seconds
  switch costume to Ten80 top freeze
  wait 0.3 seconds
  switch costume to Ten80 top R cross
  wait 0.3 seconds
```

Pick different dance moves.

## TRY IT

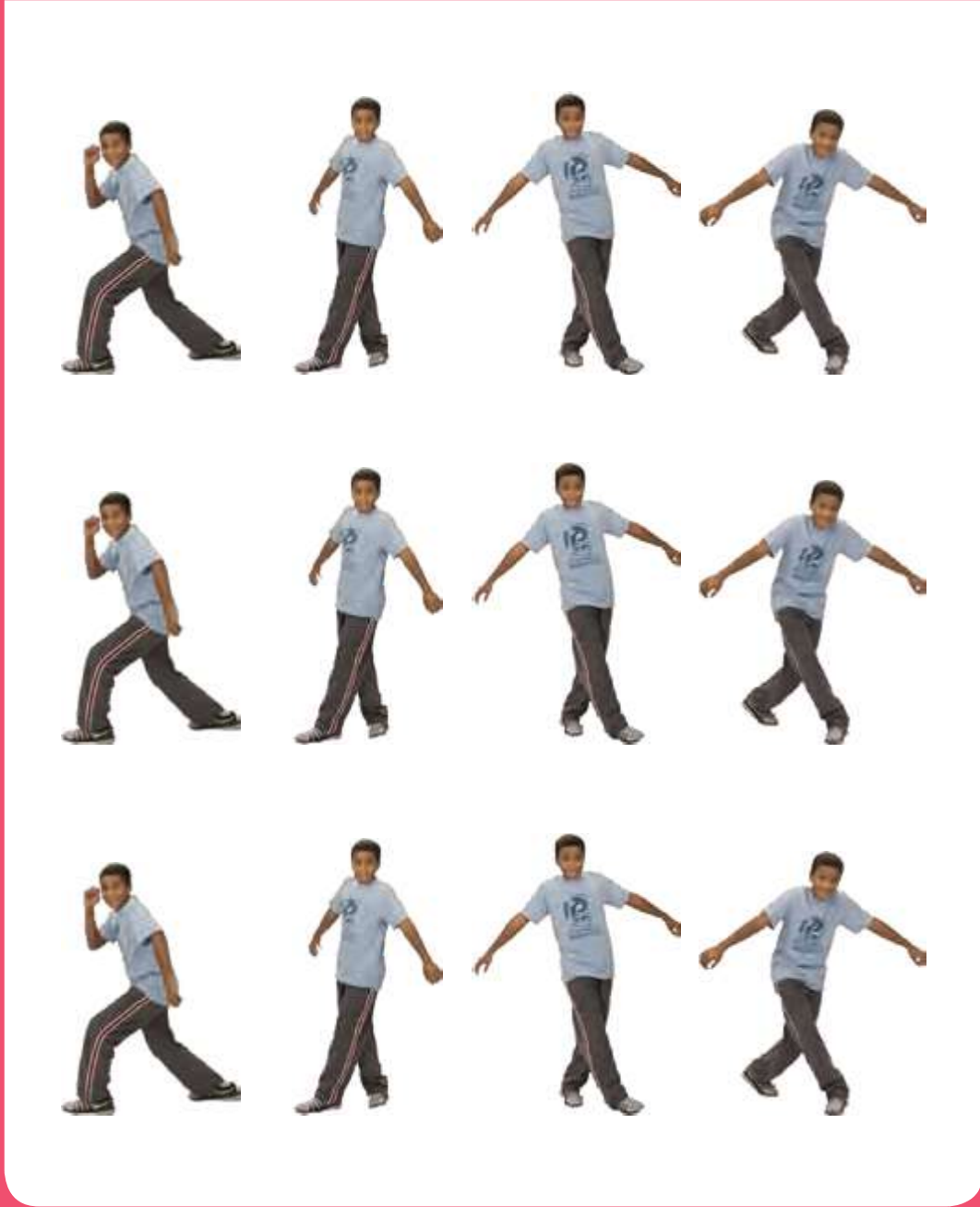
Click the green flag to start.



# Dance Loop



Repeat a series of dance steps.



# Dance Loop

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## 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.



```
when green flag clicked
  switch costume to Ten80 stance
  wait 1 seconds
  repeat 4
    switch costume to Ten80 top R step
    wait 0.3 seconds
    switch costume to Ten80 top L step
    wait 0.3 seconds
    switch costume to Ten80 top freeze
    wait 0.3 seconds
    switch costume to Ten80 top R cross
    wait 0.3 seconds
```

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.



# Play Music

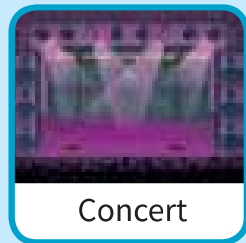
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## GET READY



Choose a backdrop.



Click the **Sounds** tab.

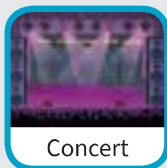


Choose a song from the **Loops** category.

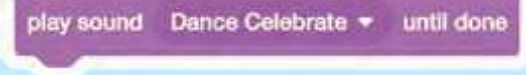
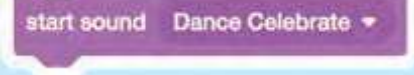
## ADD THIS CODE



Click the **Code** tab.



## TIP

Make sure to use  (not ) or else the music won't finish playing before it begins again.



# Take Turns

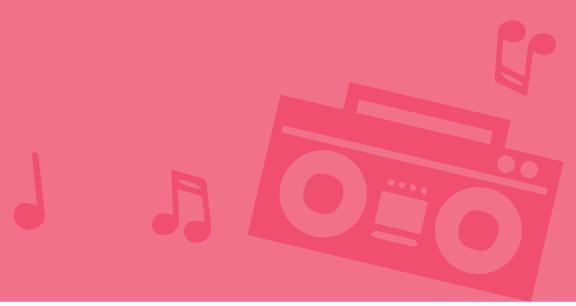


Coordinate dancers so that one begins after the other finishes.



# Take Turns

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## GET READY



Choose two dancers  
from the Dance category.



Anina Dance



Champ99

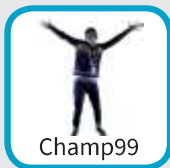
## ADD THIS CODE



Anina Dance

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

Broadcast a message.



Champ99

```
when I receive message1
  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

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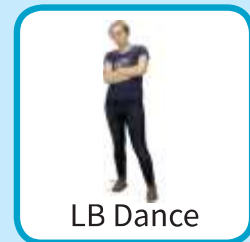
## GET READY



Go to the  
Sprite Library.

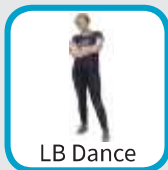


Click the **Dance** category.



Choose a dancer.

## ADD THIS CODE



```
when green flag clicked
  go to x: -10 y: 20
  set size to 90 %
  switch costume to lb stance
  show
```

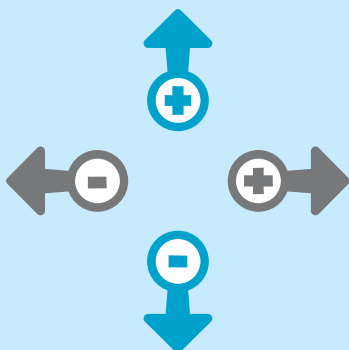
— Tell your sprite where to start.

— Set the sprite's size.

— Choose a starting costume.

— Make sure the sprite is showing.

## TIP



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

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## GET READY



Go to the  
Sprite Library.



Click the **Dance** category.



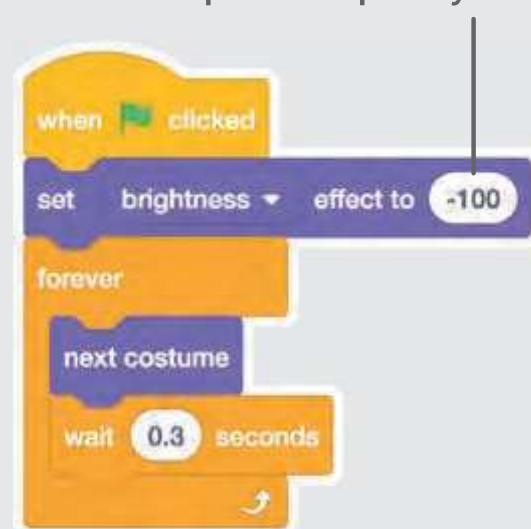
Choose a dancer.

## ADD THIS CODE

Choose **brightness**  
from the menu.



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



## TRY IT

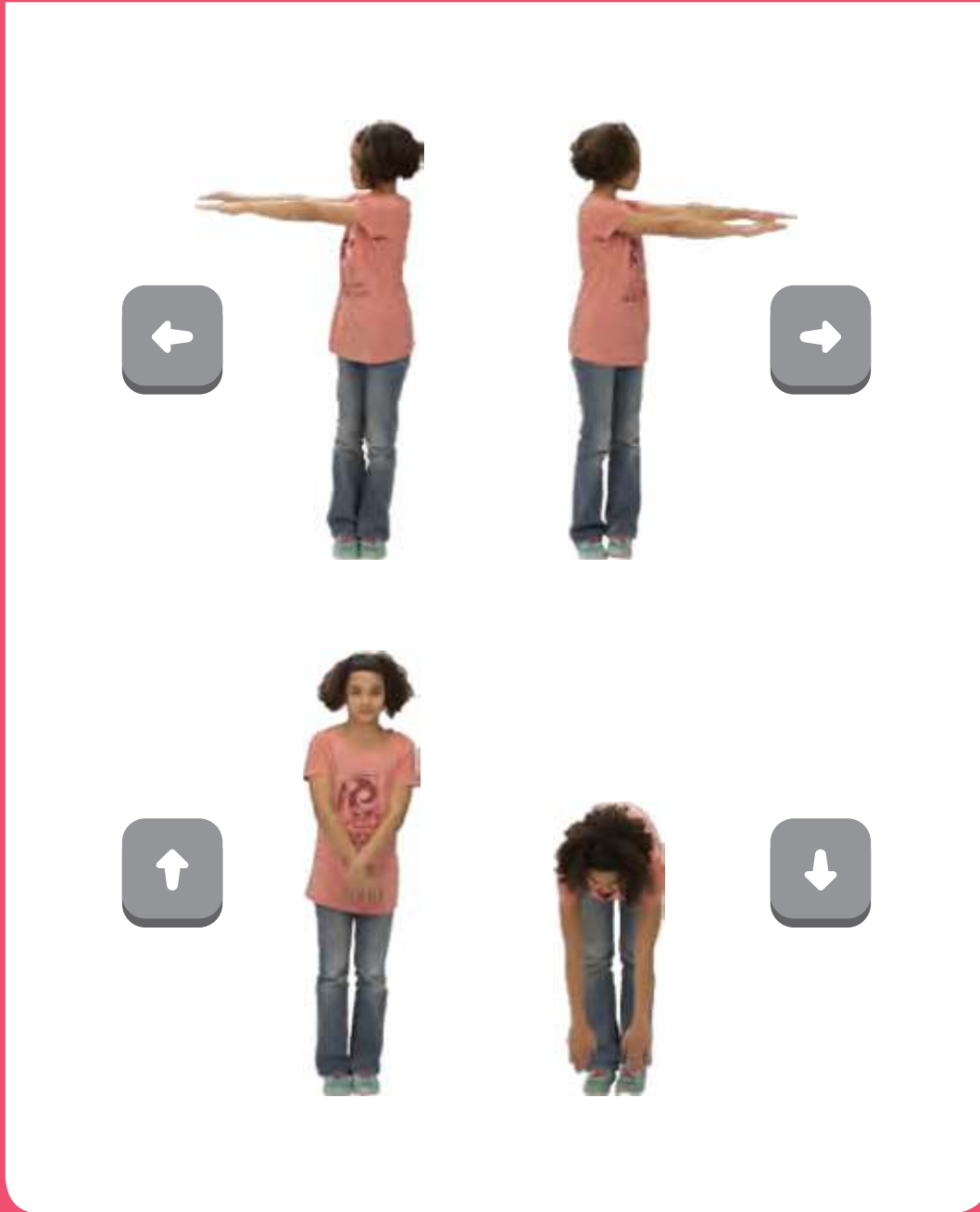
Click the green flag to start.



Click the stop sign to stop.

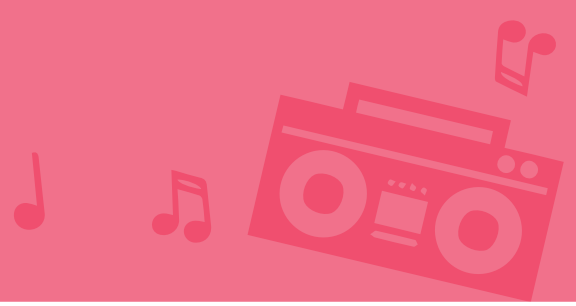
# Interactive Dance

Press keys to switch dance moves.



# Interactive Dance

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## GET READY



Go to the  
Sprite Library.



Click the **Dance** category.



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

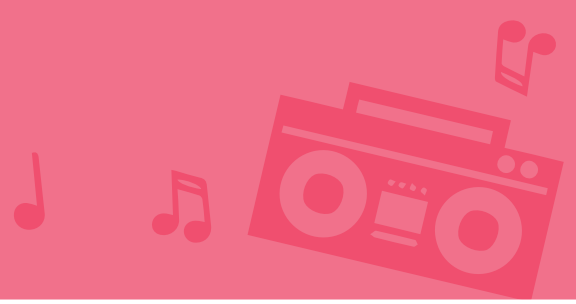


Make the backdrop change colors.



# Color Effect

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## GET READY



Choose a backdrop.



## ADD THIS CODE



```
when green flag clicked
  forever loop
    change color effect by 25
    wait 0.3 seconds
```

Try different numbers.

## TRY IT

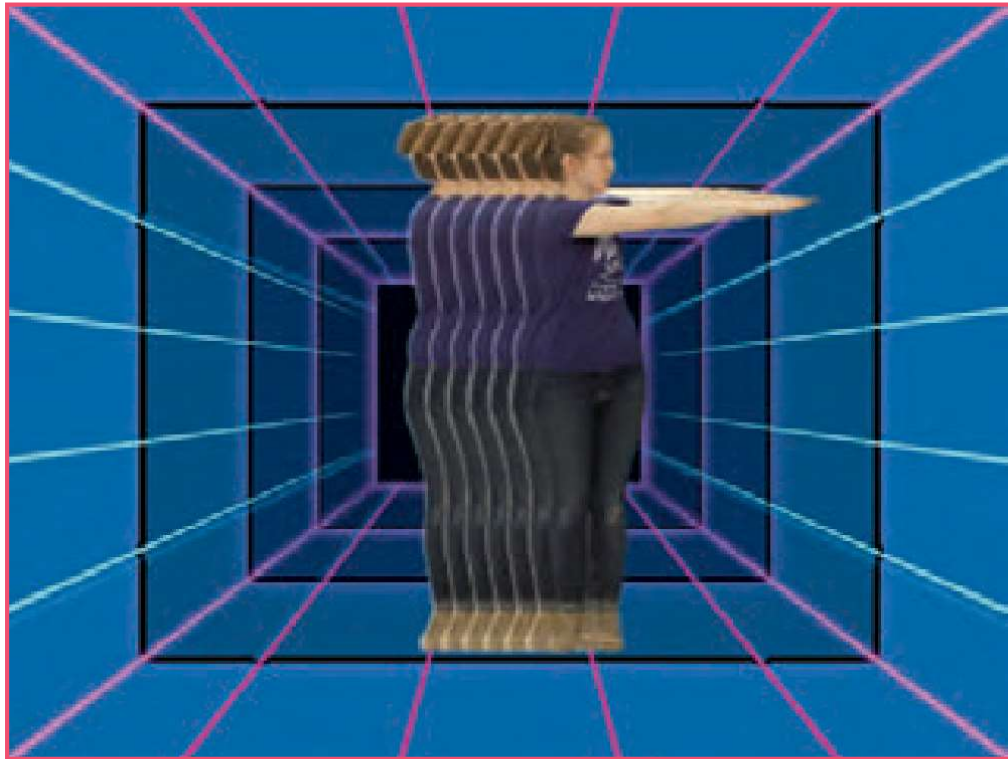
Click the green flag to start.



# Leave a Trail



Stamp a trail as your dancer moves.



# Leave a Trail

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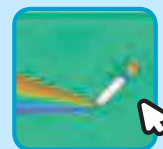
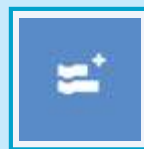
## GET READY



Choose a dancer from the Dance category.

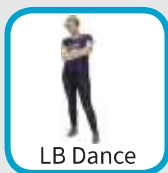


LB Dance

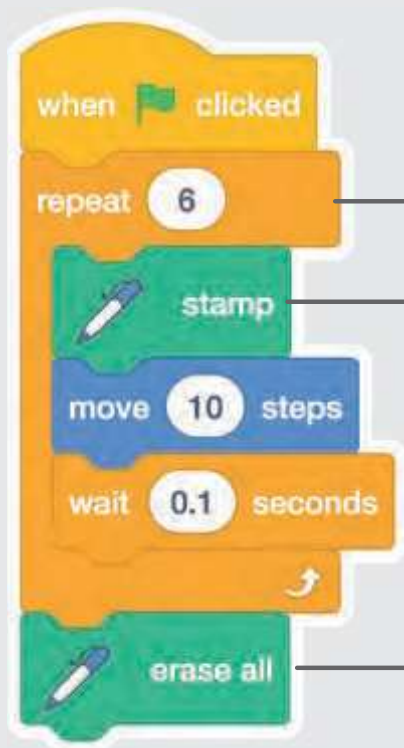


Click the **Extensions** button, and then click **Pen** to add the blocks.

## ADD THIS CODE



LB Dance



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.

