

# Make a Card



1. Fold the card in half

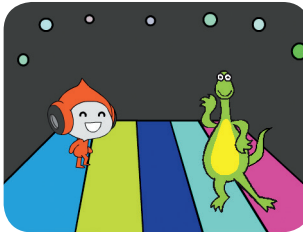


2. Glue the backs together



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



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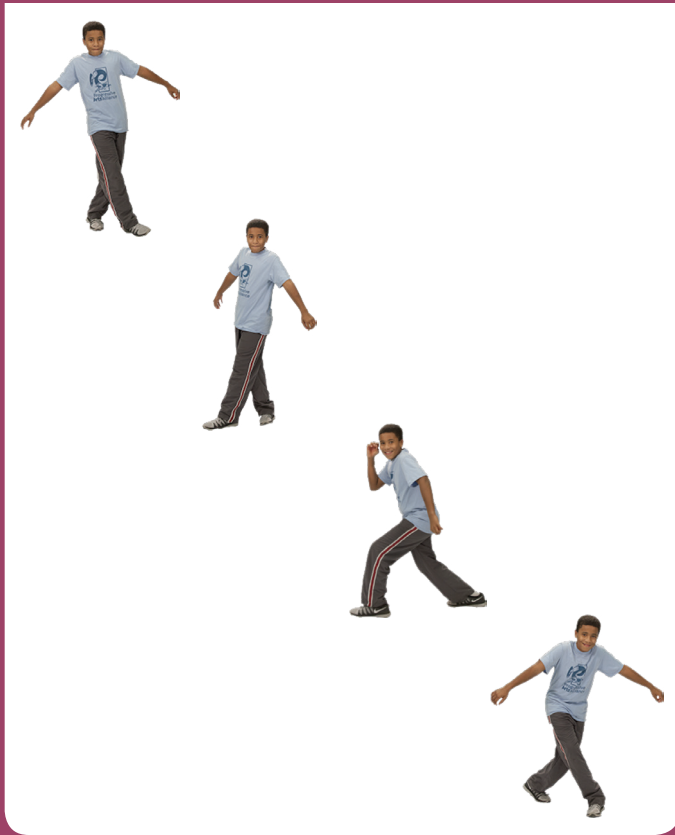
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## Dance Sequence

Make an animated dance.



Let's Dance

1



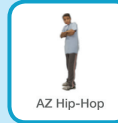
## Dance Sequence

[scratch.mit.edu/dance](https://scratch.mit.edu/dance)

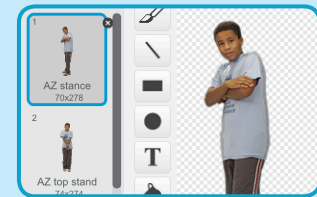
### GET READY

Choose a dancer from the Dance theme.

New sprite:



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



### ADD THIS CODE

Click the **Scripts** tab.

when clicked

switch costume to **AZ top R step**

Choose a dance move.

wait **0.5** secs

switch costume to **AZ top L step**

wait **0.5** secs

Type how long to wait.

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.



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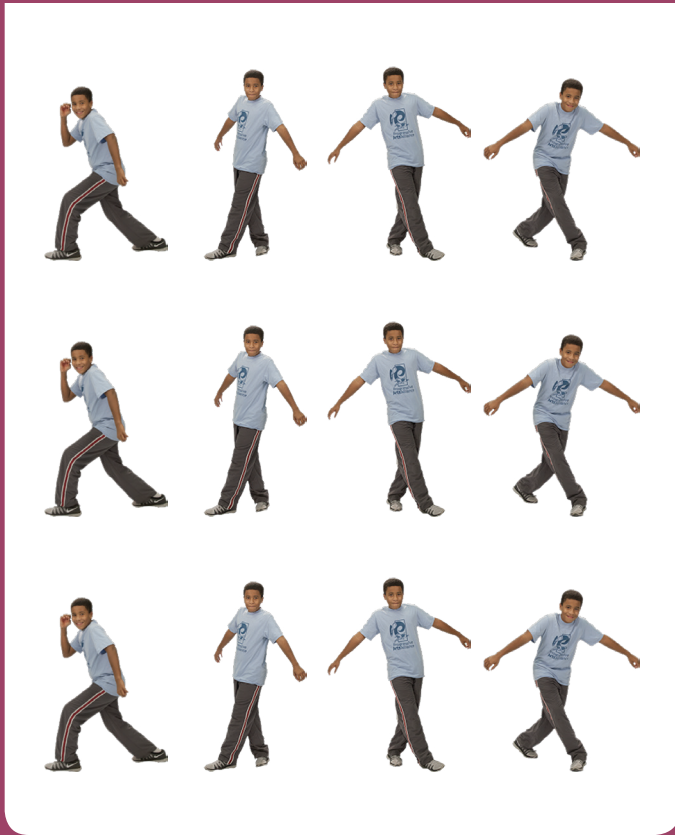
2. Glue the backs together



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## Dance Loop

Repeat a series of dance steps.



Let's Dance

2



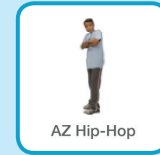
## Dance Loop

[scratch.mit.edu/dance](https://scratch.mit.edu/dance)

### GET READY

Choose a dancer from the Dance theme.

New sprite:



AZ Hip-Hop

### ADD THIS CODE

when clicked

switch costume to AZ stance

— Choose a dance pose.

wait 2 secs

repeat 4

— Type how many times you want to repeat the dance.

switch costume to AZ top R step

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.



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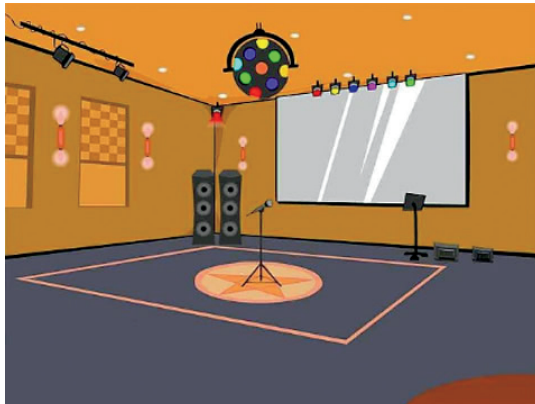
2. Glue the backs together



3. Cut along the dashed line

## Play Music

Play and loop a song.



Let's Dance

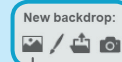
3

SCRATCH

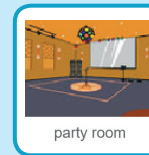
## Play Music

[scratch.mit.edu/dance](https://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.

when **clicked**

repeat **10**

play sound **dance celebrate** until done

Type how many times you want the song to repeat.

### TIP

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

# Make a Card



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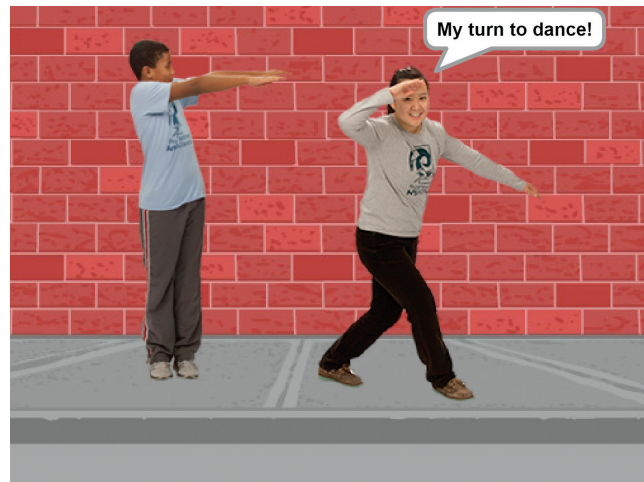
2. Glue the backs together



3. Cut along the dashed line

## Take Turns

Coordinate dancers so that one begins after the other.



Let's Dance

4



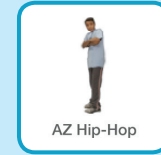
## Take Turns

[scratch.mit.edu/dance](https://scratch.mit.edu/dance)

### GET READY

Choose two dancers from the Dance theme.

New sprite:

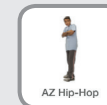


AZ Hip-Hop



Anina Hip-Hop

### ADD THIS CODE



AZ Hip-Hop

when clicked

switch costume to AZ top L step

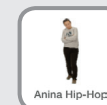
wait 0.5 secs

switch costume to AZ top R step

wait 0.5 secs

switch costume to AZ stance

broadcast message1 Broadcast a message.



Anina Hip-Hop

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



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## Starting Position

Tell your dancers where to start.



Let's Dance

5

SCRATCH

## Starting Position

[scratch.mit.edu/dance](https://scratch.mit.edu/dance)

### GET READY

Choose a dancer that you want to start.

New sprite:



### ADD THIS CODE

when clicked

go to x: -100 y: 20 — Tell it where to start.

set size to 90 % — Set its size.

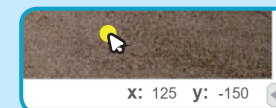
switch costume to jo stance — Choose the starting costume.

show — 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.



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## Shadow Effect

Make a dancing silhouette.



Let's Dance

6

SCRATCH

## Shadow Effect

[scratch.mit.edu/dance](https://scratch.mit.edu/dance)

### GET READY

Choose a dancer from the Dance theme.

New sprite:

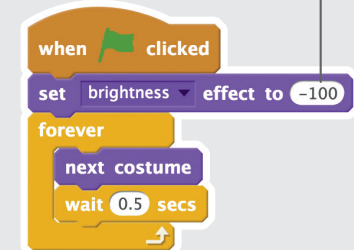


### ADD THIS CODE

Choose **brightness** from the menu.



Set the brightness to **-100**.



### TRY IT

Click the green flag to start.



Click the stop sign to stop.



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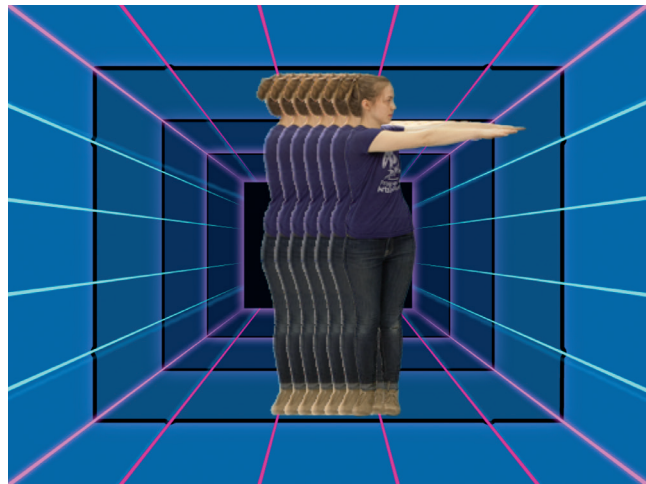
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## Leave a Trail

Stamp a trail as your dancer moves.



Let's Dance

7



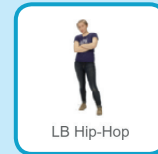
## Leave a Trail

[scratch.mit.edu/dance](https://scratch.mit.edu/dance)

### GET READY

Choose a dancer from the Dance theme.

New sprite:



### ADD THIS CODE

```
when green flag clicked
  repeat 6
    stamp
    move 10 steps
    wait 0.1 secs
  clear
```

— 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.





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## Color Effect

Make the backdrop change colors.



Let's Dance

8

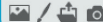
SCRATCH

## Color Effect

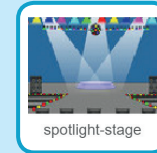
[scratch.mit.edu/dance](https://scratch.mit.edu/dance)

### GET READY

New backdrop:



Choose a backdrop.



### ADD THIS CODE

Click the **Scripts** tab.



when **clicked**

forever

change **color effect** by **25**

wait **0.5** secs

Try different numbers.

### TRY IT

Click the green flag to start.



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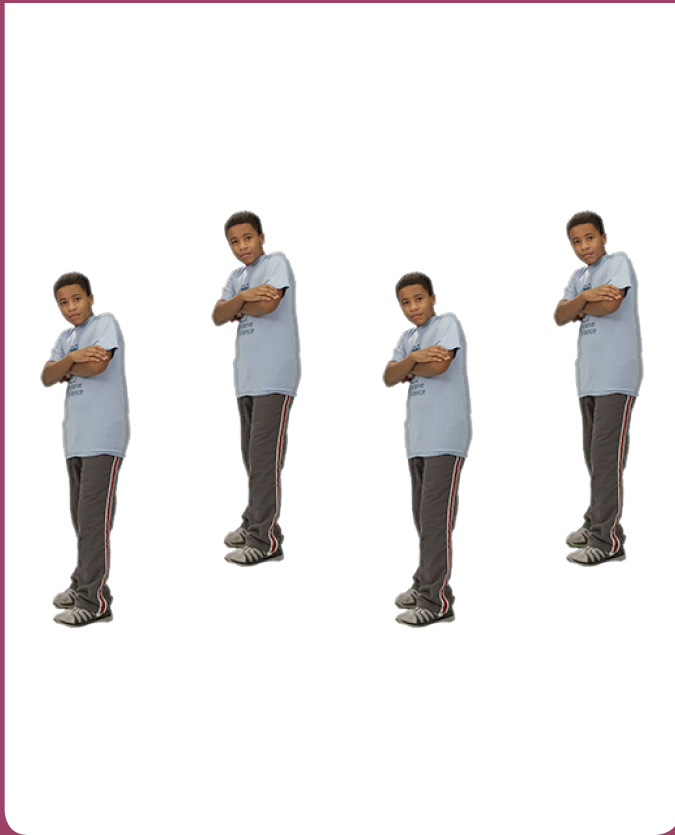
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## Bop a Bit

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



Let's Dance

9



## Bop a Bit

[scratch.mit.edu/dance](https://scratch.mit.edu/dance)

### GET READY

Choose a dancer from the Dance theme.

New sprite:



### ADD THIS CODE

```
when clicked
repeat 8
  change y by 1
  wait 0.5 secs
  change y by -1
  wait 0.5 secs
```

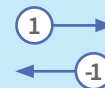
Type a positive number to move up.

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** .

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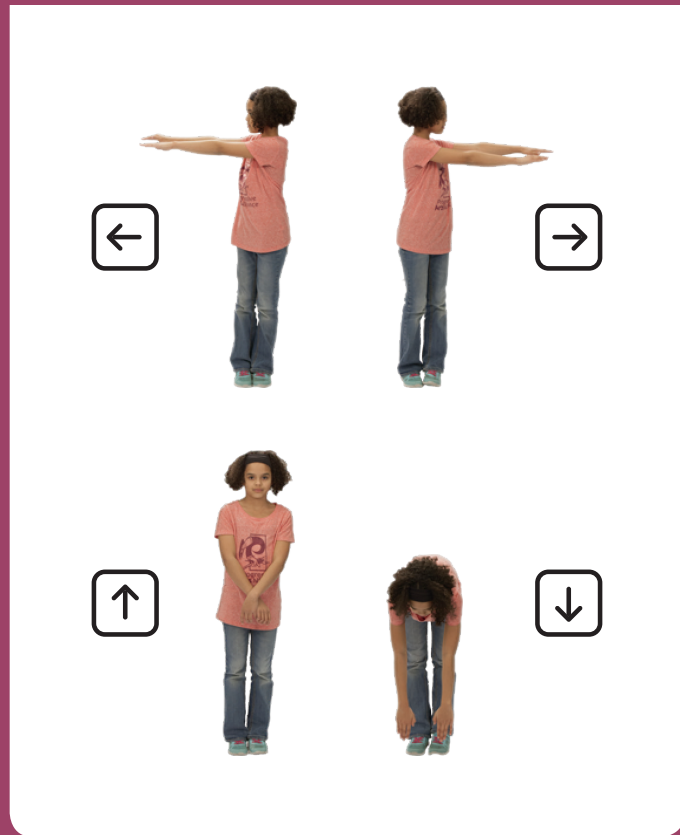
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## Interactive Dance

Press keys to switch dance moves.



Let's Dance

10



## Interactive Dance

[scratch.mit.edu/dance](https://scratch.mit.edu/dance)

### GET READY

Choose a dancer from the Dance theme.

New sprite:



### 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.