

LET'S DANCE

In this project you will learn to use

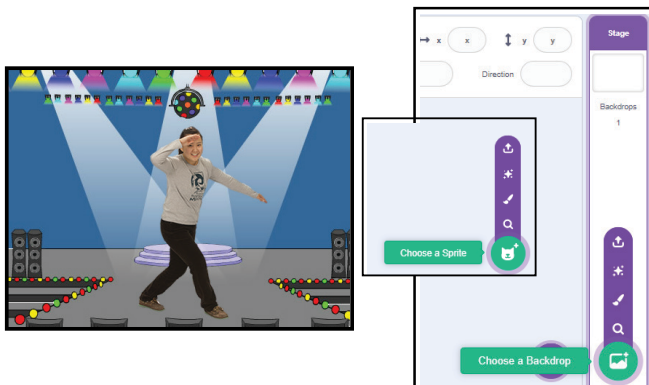
- event blocks
- costume blocks
- control blocks

Open a new project in Scratch. Name your project, Let's Dance.



1

Add the Spotlight backdrop.
Add the sprite called Anina Dance.



2

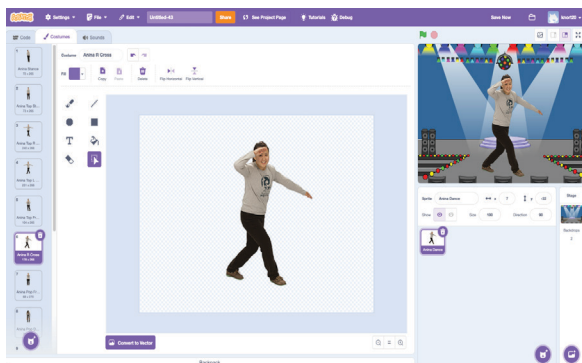
Add a control block that will start the dance program. Use the **when this sprite clicked** block. Underneath add a **repeat** control block. Decide how many times the pattern will repeat.

when this sprite clicked

repeat 5

3

The Anina sprite has lots of different costumes. Click on the costumes tab to see what each one looks like.



4

From the looks menu add a block to **switch costume** and select a costume. Add two more switch costume blocks choosing a different option each time.

when this sprite clicked

repeat 5

switch costume to Anina Pop R Arm
switch costume to Anina Pop Down
switch costume to Anina R Cross



Test your code. Does the program run like you thought it would? It's a bit fast!

5

Let's add in a block to give a pause in between costume changes. From the control menu add in a **wait** block and change the amount of time.

when this sprite clicked

repeat 5

switch costume to Anina Pop R Arm
wait 0.5 seconds
switch costume to Anina Pop Down
wait 0.5 seconds
switch costume to Anina R Cross
wait 0.5 seconds



Test your code. Does that look better?

6

Now adapt your code to make it look like a real dance. You can also add in music by adding a **sound block**.

when this sprite clicked

play sound Dance Magic

repeat 5

switch costume to Anina Pop R Arm
wait 0.5 seconds
switch costume to Anina Pop Down
wait 0.5 seconds
switch costume to Anina R Cross
wait 0.5 seconds



Run your program. Can you copy the dance movements?