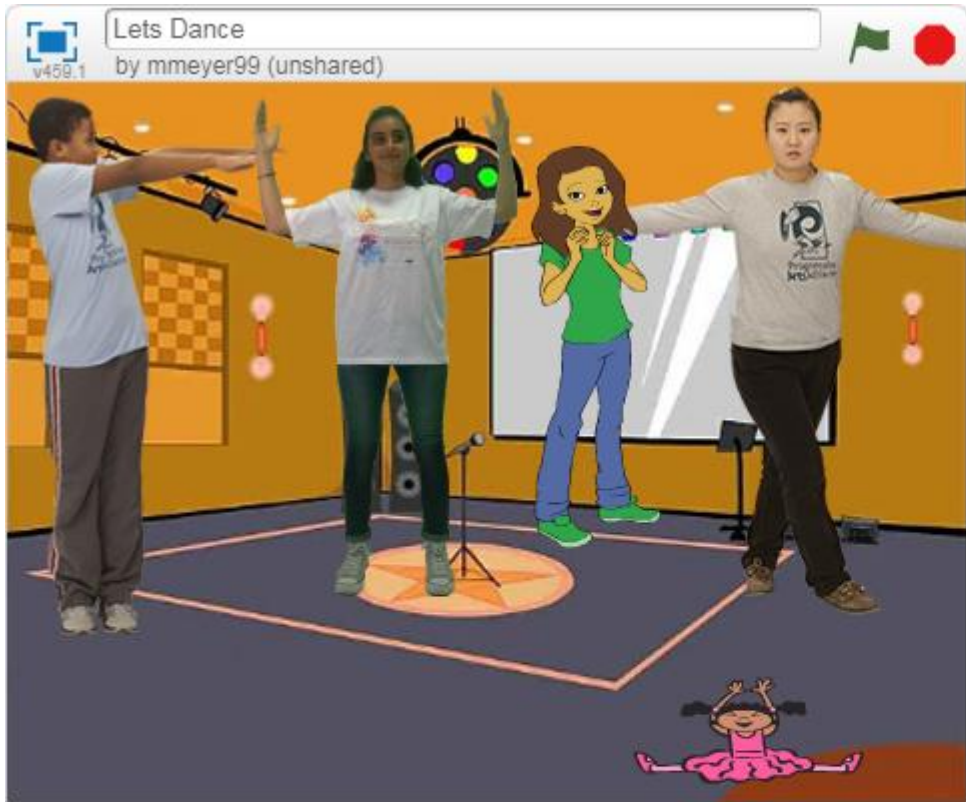


Dance Animation

Select a backdrop

Select 5 dancers (sprites) for this project

Put the code for the sound on the backdrop



Scripts Backdrops Sounds

Motion Events
Looks Control
Sound Sensing
Pen Operators
Data More Blocks

Stage selected:
No motion blocks

when clicked

repeat 15

play sound dance celebrate until done

Sprites New sprite:

Stage 2 backdrops

New backdrop:

AZ Hip-Hop Anna Ode... Abby Anina Hip... Ballerina



Stage
2 backdrops

New backdrop:

Sprites

New sprite:

- AZ Hip-Hop
- Anna Ode...
- Abby
- Anina Hip...
- Ballerina

Scripts | Costumes | Sounds

Motion

- Events
- Control
- Sensing
- Operators
- More Blocks
- Looks
- Sound
- Pen
- Data

move 10 steps

turn 15 degrees

turn 15 degrees

point in direction 90

point towards mouse-pointer

go to x: -191 y: 35

go to mouse-pointer

glide 1 secs to x: -191 y: 35

change x by 10

set x to 0

change y by 10

set y to 0

when green flag clicked

go to x: -191 y: 35

switch costume to AZ top stand

wait 0.5 secs

switch costume to AZ top L step

wait 0.5 secs

switch costume to AZ top R cross

wait 0.5 secs

switch costume to AZ pop right

wait 0.5 secs



Sprites

New sprite:

Stage
2 backdrops

New backdrop:

AZ Hip-Hop Anna Ode... Abby Anina Hip... Ballerina

Scripts Costumes Sounds

Motion

- Events
- Control
- Sensing
- Operators
- More Blocks
- Looks
- Sound
- Pen
- Data

move 10 steps

turn 15 degrees

turn 15 degrees

point in direction 90

point towards mouse-pointer

go to x: -50 y: 55

go to mouse-pointer

glide 1 secs to x: -50 y: 55

change x by 10

set x to 0

change y by 10

set y to 0

when green flag clicked

go to x: -50 y: 55

wait 1 secs

switch costume to anna-b

wait 1 secs

repeat 4

- switch costume to anna02
- wait 1 secs
- switch costume to anna03
- wait 1 secs
- switch costume to anna04
- wait 1 secs
- switch costume to anna05
- wait 1 secs



X: 18 Y: -180

Sprites

New sprite:

Stage
2 backdrops

New backdrop:

AZ Hip-Hop Anna Ode... Abby Anina Hip... Ballerina

Scripts Costumes Sounds

Motion

- Events
- Control
- Sensing
- Operators
- More Blocks

Looks

Sound

Pen

Data

move 10 steps

turn 15 degrees

turn 15 degrees

point in direction 90

point towards mouse-pointer

go to x: 54 y: 48

go to mouse-pointer

glide 1 secs to x: 54 y: 48

change x by 10

set x to 0

change y by 10

set y to 0

when clicked

go to x: 54 y: 48

repeat 3

wait 2 secs

switch costume to abby-b

wait 1 secs

switch costume to abby-a

wait 1 secs

switch costume to abby-c

wait 2 secs

broadcast message1



Sprites

New sprite:

Stage
2 backdrops

New backdrop:

AZ Hip-Hop Anna Ode... Abby Anina Hip... Ballerina

Scripts Costumes Sounds

Motion Events Control Sensing Operators More Blocks

Looks Sound Pen Data

move 10 steps

turn 15 degrees

turn 15 degrees

point in direction 90

point towards mouse-pointer

go to x: 154 y: 43

go to mouse-pointer

glide 1 secs to x: 154 y: 43

change x by 10

set x to 0

change y by 10

set y to 0

if on edge, bounce

```

when I receive message1
  go to x: 154 y: 43
  say My Turn To Dance for 2 secs
  repeat 4
    next costume
    wait 1 secs
  
```



X: 157 Y: -180

Sprites

New sprite:

Stage
2 backdrops

New backdrop:

AZ Hip-Hop Anna Ode... Abby Anina Hip... Ballerina

The sprite selection panel displays five thumbnails. The 'Ballerina' sprite is currently selected and highlighted with a blue border.

Scripts Costumes Sounds

Motion

- Events
- Control
- Sensing
- Operators
- More Blocks

Looks

Sound

Pen

Data

move 10 steps

turn 15 degrees

turn 15 degrees

point in direction 90

point towards mouse-pointer

go to x: 130 y: -110

go to mouse-pointer

glide 1 secs to x: 130 y: -110

change x by 10

set x to 0

change y by 10

set y to 0

The script editor contains the following blocks in order:
 1. go to x: -120 y: -110
 2. wait 4 secs
 3. repeat 25
 4. stamp
 5. move 10 steps
 6. wait .01 secs
 7. clear
 8. point in direction 90
 9. point towards mouse-pointer
 10. go to x: 130 y: -110
 11. go to mouse-pointer
 12. glide 1 secs to x: 130 y: -110
 13. change x by 10
 14. set x to 0
 15. change y by 10
 16. set y to 0

when clicked

go to x: -120 y: -110

wait 4 secs

repeat 25

stamp

move 10 steps

wait .01 secs

clear

The script editor contains the following blocks in order:
 1. when clicked
 2. go to x: -120 y: -110
 3. wait 4 secs
 4. repeat 25
 5. stamp
 6. move 10 steps
 7. wait .01 secs
 8. clear