DANCE PARTY

OBJECTIVE

Support a positive introduction to programming through the creation of an interactive dance party with Scratch

TIME REQUIRED

50 minutes

RESOURCES REQUIRED

projector, speakers, laptops for facilitator and participants

WARM UP

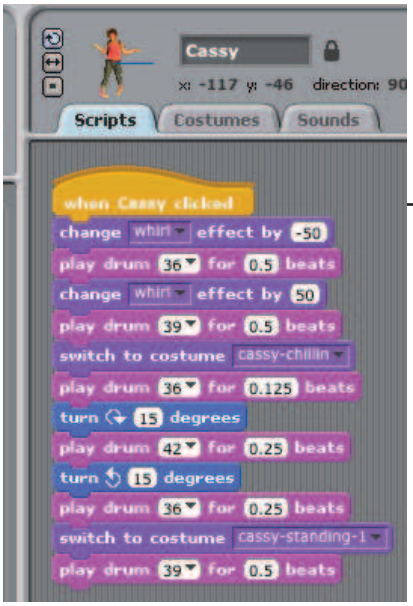
Get participants in the dance party mood by starting out with group dancing! In a circle, turn the music up and invite participants to take turns introducing their own dance move to the group until everyone is dancing.

After the dancing, gather participants around the display to show them how to start their very own dance parties with Scratch, by adding a sprite and make it dance interactively.

paint your own sprite

choose a downloaded or library sprite

get a surprise sprite



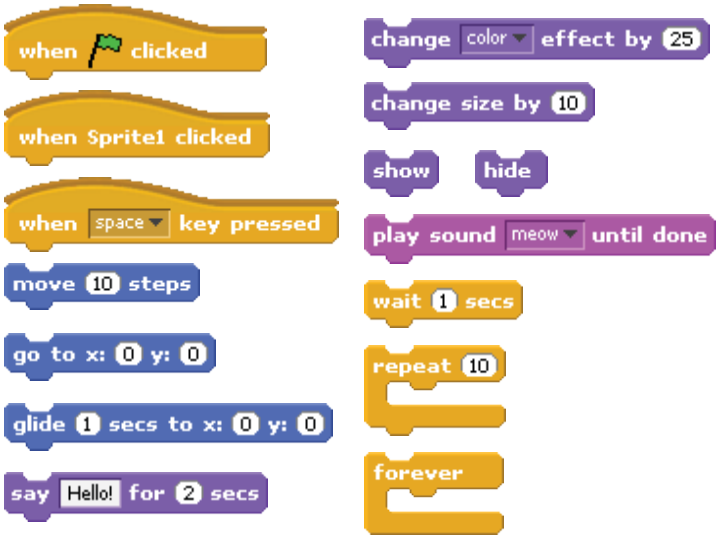
snap blocks together to make your sprite dance and make your sprite interactive by adding scripts that have the sprite respond to clicks, key presses, and more

DIVE IN

After this brief intro to Scratch, have participants pair off to collaboratively start their dance parties. Give them a few challenges to explore, such as:

Try adding a background image to the dance party, by exploring the stage.

Try adding a looping soundtrack to the dance party, using Sound category blocks and the forever block.



Partway through the activity, encourage participants to share their dance party projects with neighbors. *What has your neighbor discovered how to do? What was surprising about their creation?*

At the end of the activity, invite participants to share their dance party projects on the large display or walk around to view one another's projects.