

# Dancing

Aim: Dance at the Disco

## Backdrop – Party Room

Duplicate twice and change the lights

```
when clicked
broadcast Start
forever
  wait 0.2 secs
  next backdrop
```

```
when I receive Start
forever
  play sound human beatbox:1 until done
```

## Sprite

Cassy-dance from the Library



```
when I receive Start
go to x: -168 y: 16
switch costume to cassy dance-a
set size to 75 %
forever
  repeat 12
    wait 0.3 secs
    next costume
    change x by 10
    change y by -5
    change size by 5
  repeat 12
    wait 0.3 secs
    next costume
    change x by -10
    change y by 5
    change size by -5
```

Create More Block

```
when I receive Start
go to x: -168 y: 16
switch costume to cassy dance-a
set size to 75 %
forever
  mover 10 -5 5
  mover -10 5 -5
```



```
define mover x y size
repeat 12
  wait 0.3 secs
  next costume
  change x by x
  change y by y
  change size by size
```

Save and Test

Challenge

Add another dancer