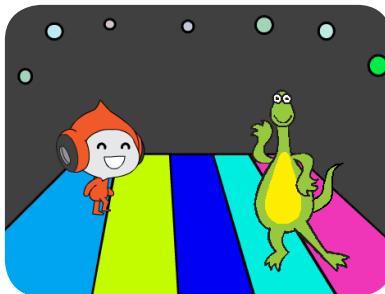




EDUCATOR GUIDE

Let's Dance

With this guide, you can plan and lead a one-hour workshop using Scratch. Participants will create an animated dance scene, combining music and dance moves.



Workshop Overview

Here's a suggested agenda for a one-hour workshop:



IMAGINE
10 minutes

First, gather as a group to introduce the theme and spark ideas.



CREATE
40 minutes

Next, help participants as they create dance projects, working at their own pace.



SHARE
10 minutes

At the end of the session, gather together to share and reflect.

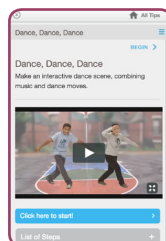
Get Ready for the Workshop

Use this checklist to prepare for the workshop.

☐ Preview the Tutorial

The *Let's Dance* tutorial shows participants how to create their own projects. Preview the tutorial before your workshop and try the first few steps:

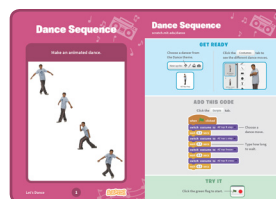
scratch.mit.edu/dance



☐ Print the Activity Cards

Print a few sets of *Let's Dance* cards to have available for participants during the workshop.

scratch.mit.edu/dance/cards



☐ Make sure participants have Scratch accounts

Participants can sign up for their own Scratch accounts at scratch.mit.edu, or you can set up student accounts if you have a Teacher Account. To request a Teacher Account, go to:

scratch.mit.edu/educators

☐ Set up a studio for project sharing on Scratch

Set up a studio so participants will be able to add their projects. Go to your **My Stuff** page, then click the **+ New Studio** button. Type in a name for the studio (such as 'Our Dance Projects').

☐ Check sound on computers or laptops

Check to make sure that the sound output is working on the computers or laptops.

Imagine

Begin by gathering the participants to introduce the theme and spark ideas for projects.

Warm-up Activity: Share a Dance Move

Put on music with a beat, and bring the group together in a circle. Do a dance move while you say your first name to the beat of the music. Then ask the group to copy what you did. Go around the circle taking turns, with each person saying their name and doing a move for others to repeat.

Spark Ideas and Inspiration

Show the introductory video for the *Let's Dance* tutorial. The video shows a variety of projects for ideas and inspiration.



View at scratch.mit.edu/dance or vimeo.com/llk/dance

Demonstrate the First Steps



Demonstrate the first few steps of the tutorial so participants can see how to get started.

Go to Scratch to create a new project. Choose a backdrop.

New backdrop:



basketball-court1-a

Add a dancer from the Sprite library.

New sprite:



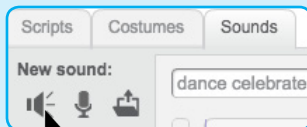
Theme

Castle
City
Dance
Dress-Up
Flying
Holiday



Anina Hip-Hop

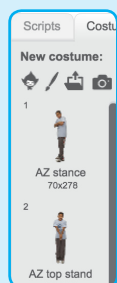
Add music from the Sound library.



dance celebrate



Code a dance sequence.



New costume:

1

AZ stance

70x278

2

AZ top stand

74x524



Create



Support participants as they make dance projects, on their own or in pairs.

Start with Prompts

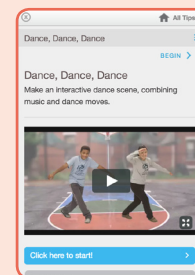
Ask participants questions to get started

Which dancer will you choose?

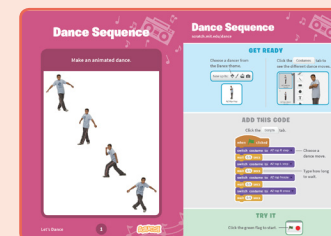
Where will they dance?

Provide Resources

Offer options for getting started



Some participants may want to follow the online tutorial:
scratch.mit.edu/dance



Others may want to explore using the activity cards:
scratch.mit.edu/dance/cards

Suggest Ideas for Starting

- Choose a backdrop
- Add a dancer
- Add music
- Choose dance moves by switching costumes
- Code a dance sequence



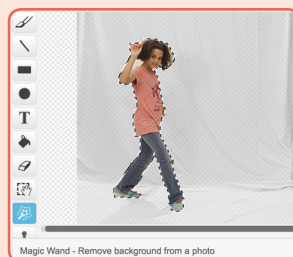
More Things to Try

- Add a repeat loop
- Adjust the timing to sync the dance with the music
- Add more dancers
- Change backdrops
- Add colors and effects

Add Your Own Dance Moves

If you have time, here's a way to personalize your project:

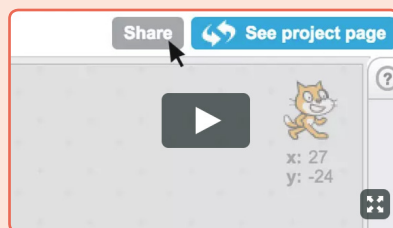
- Find a solid color wall that is well-lit
- Take photos of yourself doing different dance moves
- Import the photos as costumes into Scratch
- Use the magic wand to remove the background, see <http://bit.ly/scratchmagicwand>



Prepare to Share

To add instructions and credits to a project, click the button: "See project page".

This video shows how to share a project on the Scratch website: vimeo.com/11k/share



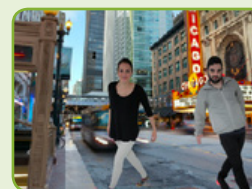
Share

Help the participants add their projects to a shared studio in Scratch. Give them a link to the studio. Then they can click 'Add Projects' at the bottom of the page.

Ask for volunteers to show their project to the group. Everyone can dance along!

What's Next?

Participants can use the ideas from this workshop to create a variety of dance projects. Here are a couple of different approaches:



Where Will you Dance?

Take a photograph of a park or other favorite place, import it into Scratch and use it as a backdrop for a dance animation.



Pass It On: Dance Together

Give each person 5 minutes to start a dance project. Then, have them switch to the next computer and add a dancer. Keep switching, adding a dancer to each. Then let participants return to see (and finish) the project they originally started.

Scratch is a project of the Lifelong Kindergarten Group at the MIT Media Lab.