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:

1. **IMAGINE** 10 minutes
   - First, gather as a group to introduce the theme and spark ideas.

2. **CREATE** 40 minutes
   - Next, help participants as they create dance projects, working at their own pace.

3. **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](http://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](http://scratch.mit.edu/dance/cards)

☐ Make sure participants have Scratch accounts
Participants can sign up for their own Scratch accounts at [scratch.mit.edu](http://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](http://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](http://scratch.mit.edu/dance) or [vimeo.com/llk/dance](http://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.

Add a dancer from the Sprite library.

Add music from the Sound library.

Code a dance sequence.

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 printed activity cards.

Suggest Ideas for Starting

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

Dance Together
Give each person 3 to 5 minutes to start a dance party project. Then, have them switch to the next computer and add a dancer. Keep switching for several rounds, adding a dancer to each. Then let participants return to see (and finish) the project they originally started.

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.

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