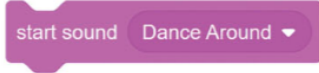
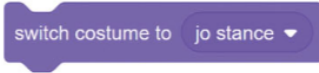

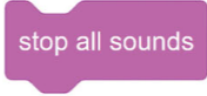
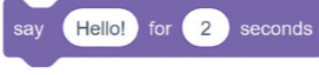



Objective: Create an interactive Scratch project featuring the program for a Dance Battle. The program should demonstrate creativity, incorporate user interactivity, and showcase a clear understanding of Scratch coding concepts.

Task 1: Create a new program in Scratch “Coding the program for a Dance Battle”.

Learners will be using the following blocks of code to create a dance routine for two sprites.

Sound group	Looks group	Motion group
		
		

- 1) Create a new project on Scratch and delete Sprite 1. /1
- 2) Search and select a backdrop. /2
- 3) Search and select two different sprites. /2
- 4) In the programming area for each sprite, add the blocks of code to: /10
 - a) set the sprite's position.
 - b) begin the dance routine.

The two sprites must start and finish together.

- 5) Include a static object in the program, for example a speaker. /2
- 6) Run the program. /2
- 7) Save your project. /1

Term: I
Session: 2023 – 2024



Name: _____
Date: _____

Rubric for Creating Program			
	1	2	3
Create Project			
Delete Sprite 1			
Add Sprites			
Set Backdrop			
Set the sprite's position.			
Begin the dance routine			
Include a static object			
Run the program			
Key: <ol style="list-style-type: none">1. Needs more opportunities to develop this skill.2. Beginning to demonstrate this skill.3. Has achieved this skill.			