

## Computing - Wednesday 13<sup>th</sup> January 2021

This half term, we will be looking at block coding using a program called Dance Party!

You will be using loops, variables and events to code your dancers!

Go to: <https://studio.code.org/s/dance-2019/stage/1/puzzle/1>

### Play level 1-2

**Level 1** - set up your character, either a cat or a sloth! Your aim is to try and get the animal to appear and dance. Follow the instructions on the screen, if it is not working, consider what you need to do to get this to happen!

When you have managed this, it will say that you have completed this level and give you the option to replay or continue. Select replay and experiment with the starting position of your animal. You can select replay as many times as necessary before moving onto level 2.

**Level 2** - You need to get your dancer to perform a move e.g. a clap. Follow the instructions on the screen to do this. If this doesn't work, check the code and see if something is wrong.

When you have got this to work, it will say that you have completed this level and give you the option to replay or continue. Select replay and add in additional moves. Can you make a total of 3 different moves using 3 different keys in your dance party game?

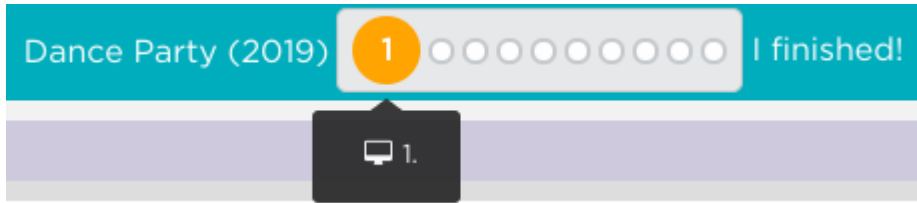
Once you have done this, take a photograph of your code or better still ask someone in your house to take a photo of you coding and email it to your class teacher.

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Go to: <https://studio.code.org/s/dance-2019/stage/1/puzzle/1>

Play level 3-4

To choose a level, click on the dots at the top of the screen.



**Level 3** - you need to create two characters to dance off against each other so that each responds to an arrow key. When you have got this to work, it will say that you have completed this level and give you the option to replay or continue. Select replay and try to add in additional moves for each character. Once finished and each character has 2 moves each, press continue.

**Level 4** - this level is about making the character move in time to the music.

Follow the instructions to get your character to do a dance move for a set period of time (called measures in this game). When you have got this to work, it will say that you have completed this level and give you the option to replay or continue. Select replay and try to add in an additional blocks so that the character changes their dance move after 4 measures and does a different one.

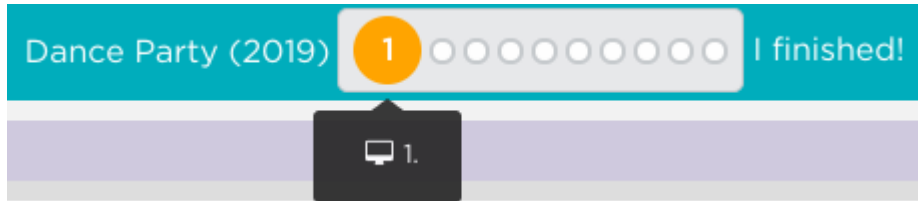
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<https://studio.code.org/s/dance-2019/stage/1/puzzle/1>

Play level 5-6

To choose a level, click on the dots at the top of the screen.



**Level 5** - Follow the instructions to add in a different dance move after 6 measures. When you have got this to work, it will say that you have completed this level and give you the option to replay or continue. Select replay and try to change background when the dancer changes move. Once you have managed this, add in a new dancer and get them doing a dance move too!

**Level 6** - By following the instructions on the screen, you will create lead dancer and several background dancers (you can select and change this number). When you have got this to work, it will say that you have completed this level and give you the option to replay or continue. Select replay and see if you can add in an extra group of background dancers with some extra coding - hint: use the arrow keys.

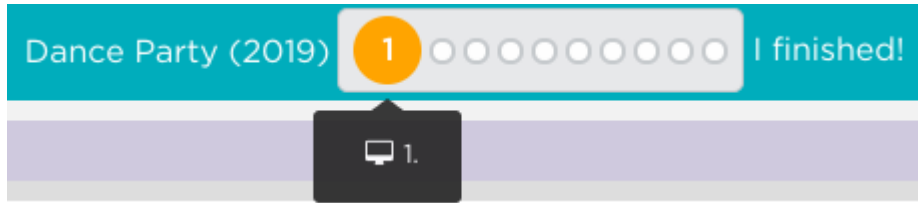
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Go to: <https://studio.code.org/s/dance-2019/stage/1/puzzle/1>

Play level 7-8

To choose a level, click on the dots at the top of the screen.



**Level 7** - Follow the instructions to make the background dancers to either appear closer or further away by changing their size! When you have got this to work, it will say that you have completed this level and give you the option to replay or continue. Select replay and see if you can change other properties of the dancers such as their width or rotation.

**Level 8** - Follow the instructions to change the tint of your background dancers. When you have got this to work, it will say that you have completed this level and give you the option to replay or continue. Select replay and see if you can add in a background to initial setup code.

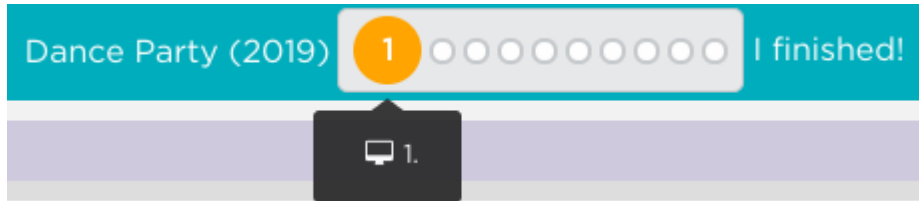
Once you have done this, take a photograph of your code or better still ask someone in your house to take a photo of you coding and email it to your class teacher.

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Go to: <https://studio.code.org/s/dance-2019/stage/1/puzzle/1>

Play level 9-10

To choose a level, click on the dots at the top of the screen.



**Level 9** - follow the instructions on the screen and add code to the repeat section so that something changes at time or measure intervals. When you are done, press finish. When you have got this to work, it will say that you have completed this level and give you the option to replay or continue. Select replay and see if you can change something like the characters size every 4 measures for instance or to get them to change dance move every 4 measures etc.

**Level 10** - When you have reached level 10, see if you can make a 2-minute-long music video. Use any of the different code and blocks that are available and put into practice all that you have learnt over the last 5 weeks of coding this game.

Once you have finished creating the music video, video the final outcome of your dance and email it to your teacher.