TO THE PARTY OF TH	Break dancer
	This project creates a break dancer that moves to a beat. (works best with sound)
grab screen region for new costume export this sprite duplicate delete resize this sprite rotate this sprite	RIGHT mouse click on the cat and click 'delete'
New sprite: Choose new sprite from file	Click 'Choose new sprite from file'
People	Double click the 'People' folder
breakdancer-2	Click on 'breakdancer-2'
OK N	Click ok. The sprite will now appear on the stage .
move 10 steps play drum 48 for (0.2 beats	Add the blocks as shown. (Motion and Sound)
及 文	Click the 'duplicate' icon (this is above the 'stage').
no 10 steps play drum (48 of for (0.2) beats	Click on the BLUE block you've just created

move 10 steps play drum 48 for 0.2 beats move 10 steps play drum 48 for 0.2 beats	drag and snap below.
move 10 steps play drum (48 for 0.2 beats move 10 steps play drum 48 for 0.2 beats	Change the second 'move' block so it reads -10.
move 10 step play drum 48 move =10 ste play drum 491 (38) Acoustic Bass I (36) Bass Drum 1 (37) Side Stick (38) Acoustic Snare (39) Hand Clap	Change the second drum to another sound of your choice (e.g. Ride Cymbal 2)
when clicked forever move 10 steps play drum 48 for 0.2 beats move -10 steps play drum 59 for 0.2 beats	Add the control blocks as shown.
Start green flag scripts	Click the 'start' flag and check out your break dancer!
	Experiment with changing the drums and the 'beat' values.

	Now to make it change costume Stop your script
Costumes	Click on the 'Costumes' tab.
Costumes Sound Paint Import C	Click 'Import'
breakdancer-3	Import breakdancer-3click OK.

and breakdancer-1. Click on the 'Scripts' tab. Click on the 'looks' option and then add the blocks as shown. Click on the 'looks' option and then add the blocks as shown.	Costumes Sound Paint Import C breakdancer-4	Do the same again, but import breakdancer-4
Scripts Costumes Sounds Click on the 'looks' option and then add the blocks as shown. When clicked forever move 10 steps play drum 48 for 0.2 beats next costume move -10 steps play drum 59 for 0.2 beats next costume Start your scriptcheck it out!		and breakdancer-1.
add the blocks as shown. when clicked forever move 10 steps play drum 48 for 0.2 beats next costume move -10 steps play drum 59 for 0.2 beats next costume Start your scriptcheck it out!		Click on the 'Scripts' tab.
	when clicked forever move 10 steps play drum 48 for 0.2 beats next costume move -10 steps play drum 59 for 0.2 beats next costume	
CAVE VOUD WORK		Start your scriptcheck it out!
SAVE YOUR WORK	SAVE YOUR WORK	

