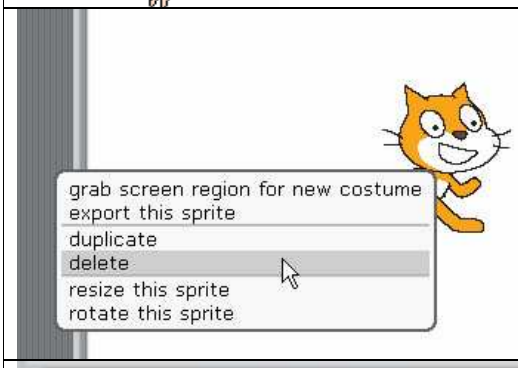
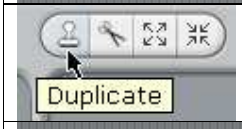
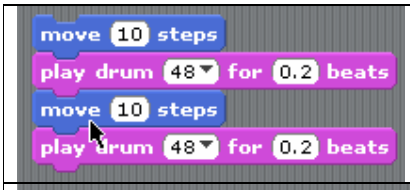
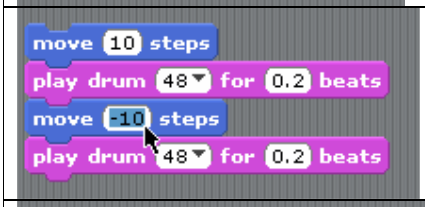
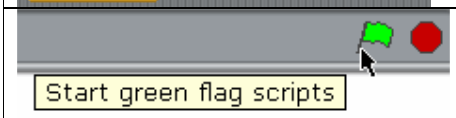
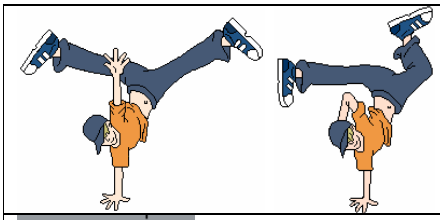
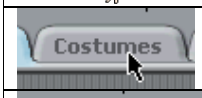
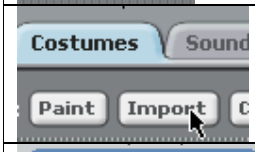
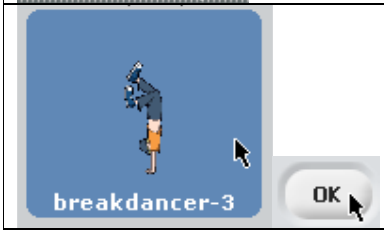
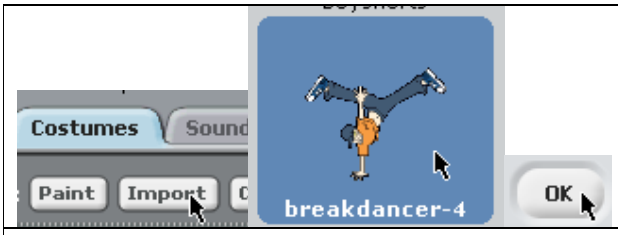
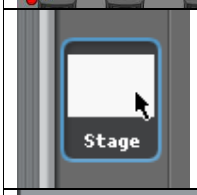
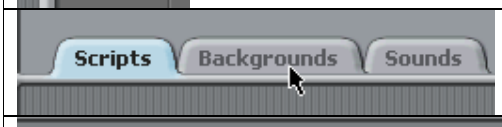
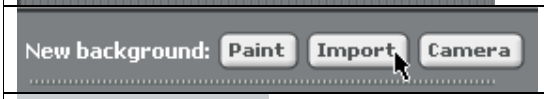
	Break dancer This project creates a break dancer that moves to a beat. (works best with sound)
	RIGHT mouse click on the cat and click 'delete'
	Click 'Choose new **sprite** from file'
	Double click the 'People' folder
	Click on 'breakdancer-2'
	Click ok. The **sprite** will now appear on the **stage**.
	Add the blocks as shown. (Motion and Sound)
	Click the 'duplicate' icon (this is above the 'stage').
	Click on the BLUE block you've just created…

	…drag and snap below.
	Change the second 'move' block so it reads -10.
	Change the second drum to another sound of your choice (e.g. Ride Cymbal 2)
	Add the control blocks as shown.
	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…
	Click on the 'Costumes' tab.
	Click 'Import'
	Import breakdancer-3…click OK.

	Do the same again, but import breakdancer-4…
	…and breakdancer-1.
	Click on the 'Scripts' tab.
	Click on the 'looks' option and then add the blocks as shown.
	Start your script…check it out!
SAVE YOUR WORK	

	Adding a background…
	Click on to the 'stage' icon.
	Click on to the 'Backgrounds' tab.
	Click 'Import'
	Double click the 'Indoors' folder… Click the sportlight-stage. Click 'ok'.
	You can click and drag the breakdancer sprite so it's on the stage.
SAVE YOUR WORK	