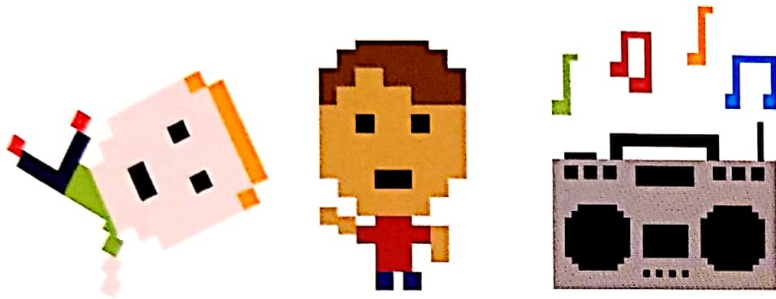


▷ Dance off!

Look in the library for other dancing sprites. They have lots of costumes showing different dance postures. Start off with some simple code like this one that shows all the costumes in order. Then choose the costumes that work best together and switch between them. Add loops to extend the dance or add sensing blocks to give you keyboard control.

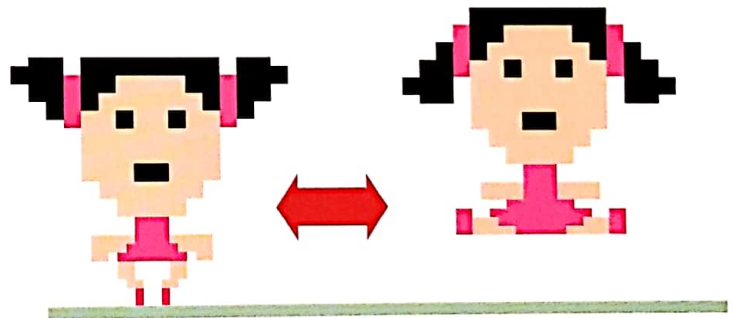


```

when clicked
  set size to 50 %
  forever
    next costume
    wait 0.2 seconds
  
```

▽ Might as well jump!

Add another ballerina, and make her jump in the air with this code. The change of costume makes it seem like the ballerina is really jumping. Experiment with the timing to make the dance match the music.



```

when clicked
  set rotation style left-right
  forever
    switch costume to ballerina-b
    wait 3 seconds
    point in direction 0
    move 50 steps
    switch costume to ballerina-c
    wait 0.5 seconds
    point in direction 180
    move 50 steps
  
```

Type 0 for upward movement.

Type 180 for downward movement.

TRY THIS

Shout!

Add this short bit of code to every one of your sprites. When you press the x key, all the sprites will shout "Party!"

```

when x key pressed
  say Party! for 2 seconds
  
```

