**Instructional Day:** Day 9 from Unit B, Part 2

**Topic Description:** Students learn how to create a new dance and background music for the game

**Objectives:**

The student will be able to:

* Make a simple dance for the sprite to do when it wins.
* Make a song for the game to play in the background as the sprite is moving

**Outline of the Lesson:**

* Demo to introduce dance creation (10 minutes)
	+ Open “Part 2 Day 9 Template” from “World 0- Template” from MyCS\_Student. Click “see inside” then press “Remix”.
	+ It should look like:



* + Build the following script and then click on the script to watch the sprite move.



* + Note that there has to be time between turns since the turns them selves are immediate.
* Independent dance creation (15 minutes)
	+ Have them create a dance for the sprite which stays inside the grid square, so it only uses “turn ( ) degrees”, “wait ( ) secs”, and “say [ ] for ( ) secs”.
	+ Challenge them to try and use some of the other “Looks” blocks in the dance.
* Demo to show how to share puzzles (10 minutes)
	+ Show the students that they can make their own music using the “Sound” blocks
	+ Make the following script and click on it to hear it play (click again to stop it).



* + Let them know that it should be in a “forever” loop so that it will play the whole time the game is going.
* Independent students creating their own music(15 minutes)
	+ Have them make their own song to go in their maze.
	+ Challenge them to try use other instruments and tempos in the music.
* (Optional) Students write a journal/blog entry about what they learned (10 minutes)