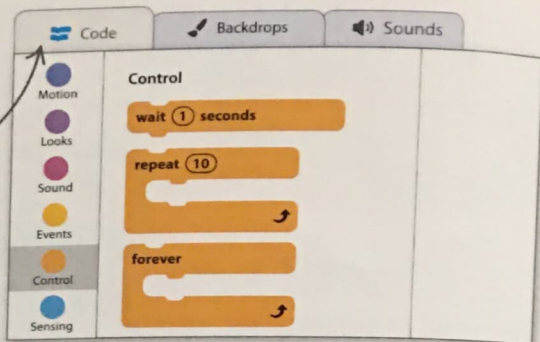


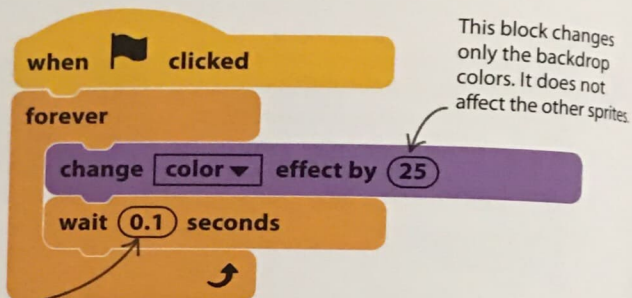
- 14** Now, click on the Code tab at the top of the screen to add some code to the stage. Each sprite can have its own code, and so can the stage.

Click here to show the code area.



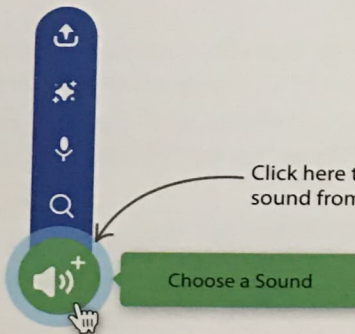
- 15** Add this code to make the disco lights flash. Then click the green flag to run the project—it should look like a real disco. You can experiment with the time in the “wait” block to make the lights flash faster or slower if you want.

Adjust the number here to change how fast the lights flash.

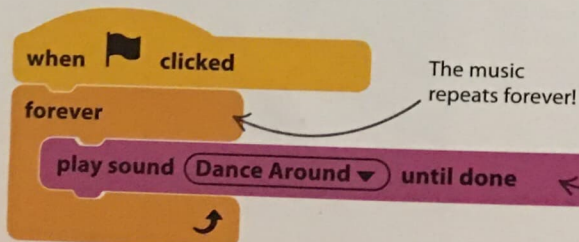


- 16** Now it's time to add some music. Click on the Sounds tab, which is next to the Backdrops tab at the top. Then click on the speaker symbol to open Scratch's sound library. Select “Dance Around”, and it will load into the stage's list of sound clips.

Click here to choose a sound from the library.



- 17** Click on the Code tab again and add this new code to play the music in a loop. Click the green flag to run the project again. The music should play. You now have a real party on your hands!



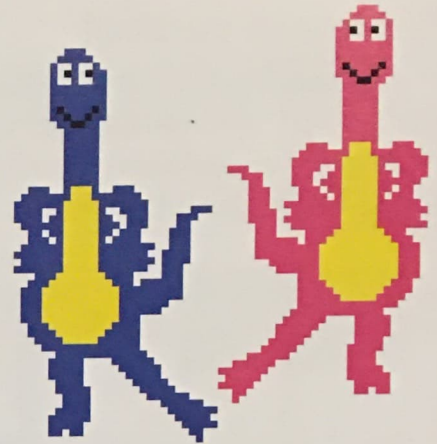
Don't forget to click the full-screen symbol above the stage to see me at my best.

This block plays the whole tune before the code goes back to the start.

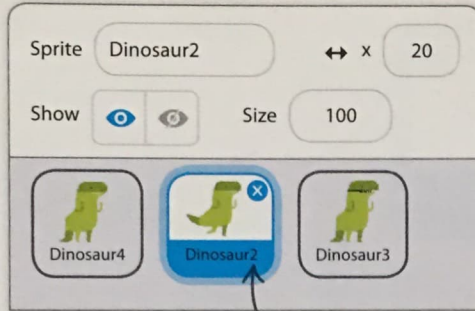


Get a move on!

The dinosaurs are throwing some wicked shapes, but they're not moving around the dance floor much. You can fix that with some new code blocks that use Scratch's "move" block.

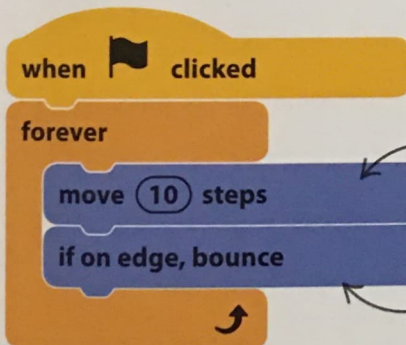


18 First, click on Dinosaur2 in the sprites list to show its code in the code area.



Click here to see Dinosaur2's code.

19 Next, add this extra code. To find the dark blue blocks, click Motion at the top of the blocks palette. What do you think the new code does?



These aren't actual dinosaur steps; they're Scratch's way of measuring distances.

Add this block to turn the dinosaur around at the stage's edge.

20 Now, click the green flag, and both of Dinosaur2's code blocks will run at the same time. The sprite will move all the way across the stage and then turn around and dance back. But you'll notice that it dances back upside down!



21 To prevent the blood from rushing to the dinosaur's tiny brain, add the "set rotation style" block like this. You now have the power to choose whether the dinosaur dances on its head or not.

Select "left-right" in the drop-down menu to keep the dinosaur upright.

