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# Make a move

In this lesson, we're going to change some of the **variables** we discussed in the book to make the Data Duck look like it's dancing! This is a good exercise for children who are new to Scratch.

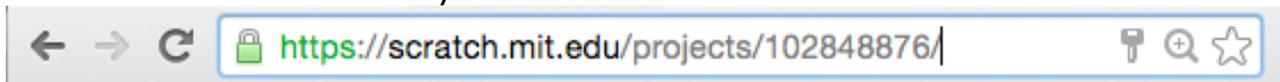
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## Step 1

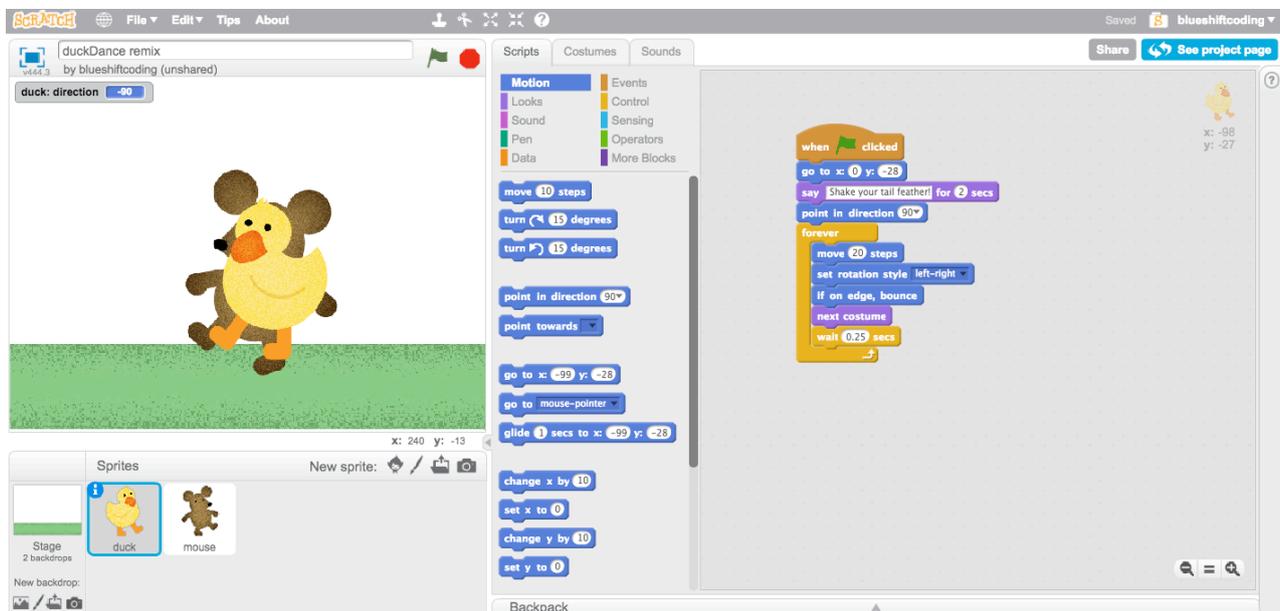
In order to get started, we need to open a program on the Internet, called Scratch.

Click this link: [Take me there!](https://scratch.mit.edu/projects/102848876/)

Or enter the text below into your browser:



Now you should see this:



If you press the green flag, you'll see that the data duck dances, but the mouse stands still and we have no music!

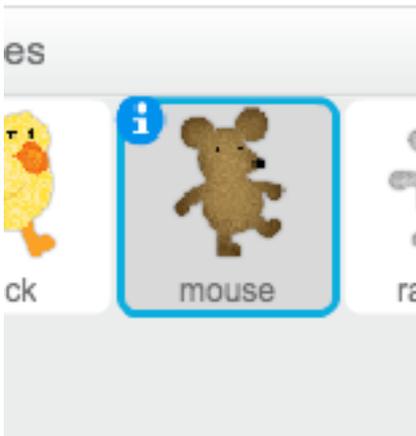
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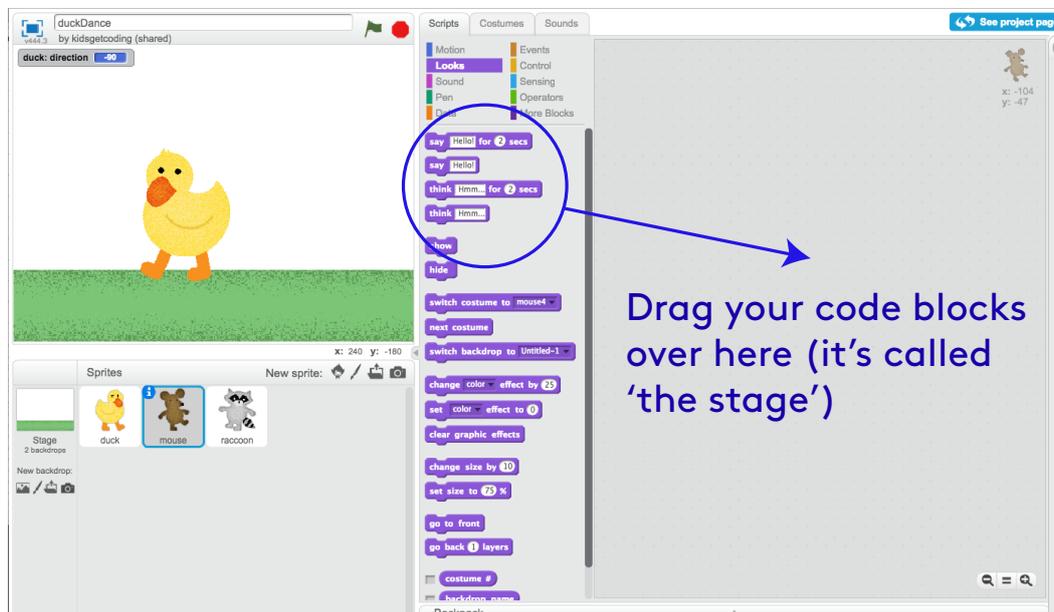
## Step 2 – Dancing mouse

Time to make the mouse dance!

Click on your mouse!



To make our mouse dance, we have to give it instructions! We drag our instructions (which are blocks) onto the stage.



Hint: When we use Scratch, we have backgrounds and characters that we give instructions to: we call them 'Scripts'. We put the Scripts for each character on the Stage.

We can think of our Scratch work like a little play where we give the Scripts' to the characters to perform!

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Let's get the mouse moving. We're going to make it move to the right when we press the right key. You'll see there is already one script.

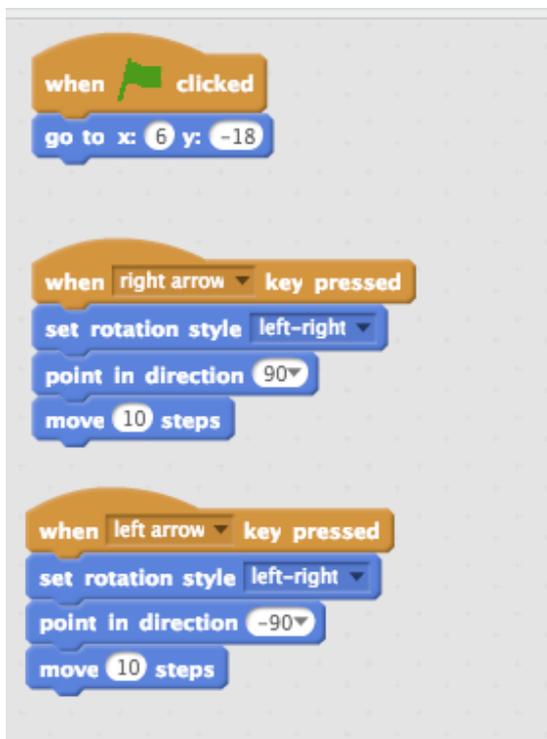
Give it the script below. You should now have 2 scripts:



Keep pressing the right arrow key. What happens?

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Now, let's get our mouse to go in the other direction... we need to ADD this script. You should now have 3 scripts.



Can you find the differences between the two scripts above? (Hint: there are TWO)

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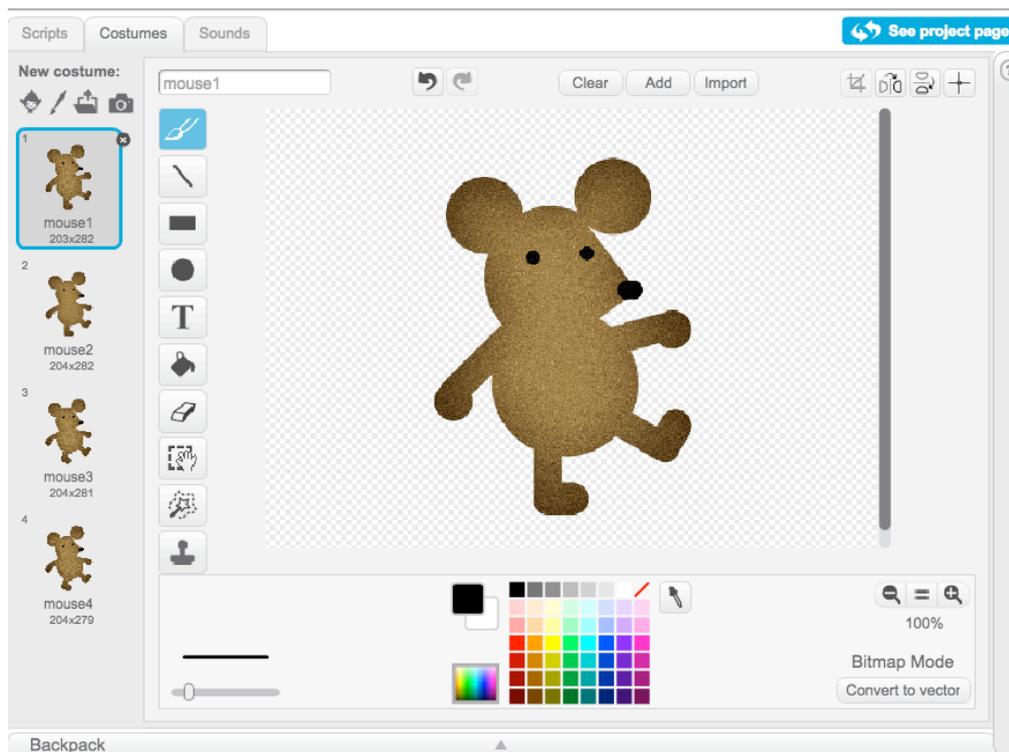
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## Step 3 – Costumes!

Now, we need to make the mouse look like it's dancing!! In order to do this, we need to see it in different positions. We call the different positions 'costumes'.

Can you find the tab that says 'costumes'?

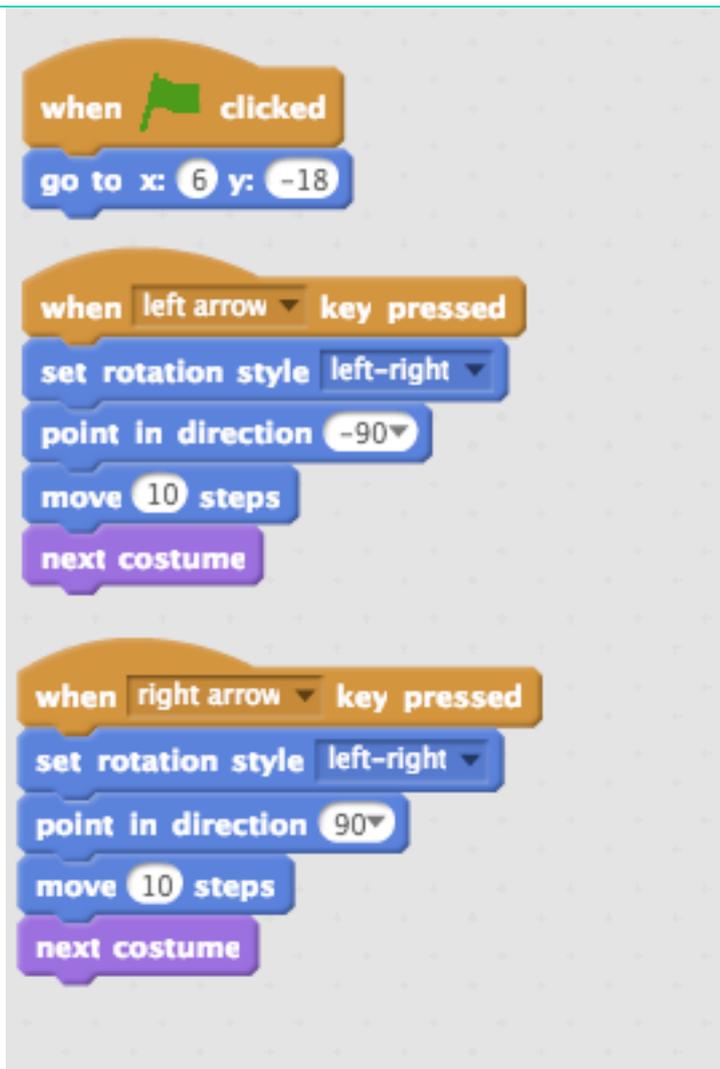


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Now, back to our scripts. Make your scripts look like this:

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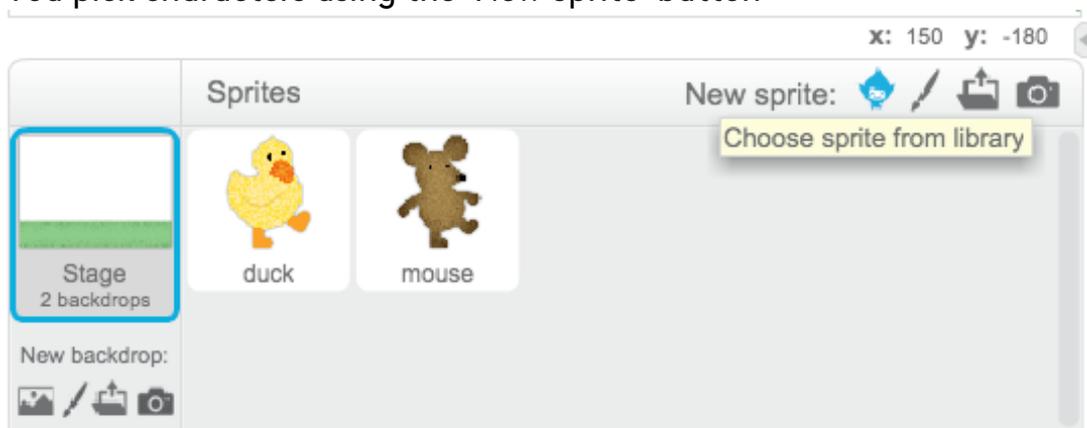
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Now what happens?

## Step 4 – Dancing friends

It's time for you to pick your own sprites and make them dance!  
You pick characters using the 'New Sprite' button



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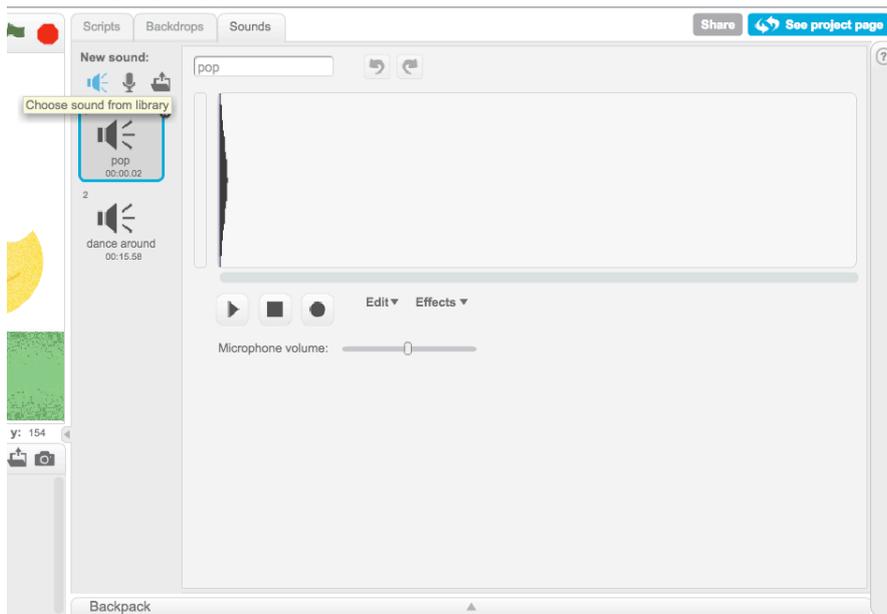
Tip: make sure you pick a sprite with more than one costume. Check using the costume tab.

Can you give your character the same scripts you gave to the mouse?

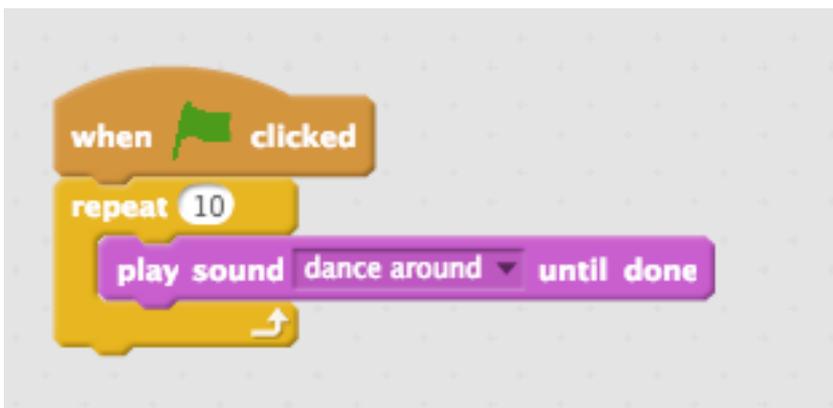
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## Step 5 – Dance to the music!

Now it's time to add some music. We can add music to the 'stage' by clicking on the 'Sound' tab.



Can you add this script to the stage? You can pick any sound you like!



TA DA! You have made the data duck and his friends dance around. Congratulations, you have made your first Scratch sketch.

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