

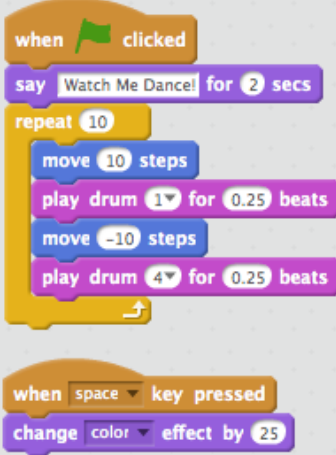
Student Name: \_\_\_\_\_

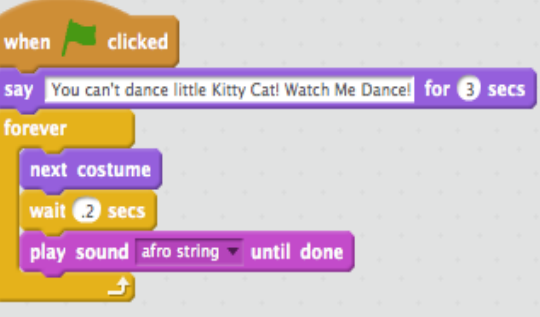
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## The Dancing Cat (10pts.)

### Learning the Basics of Scratch

1. View the Model "Dancing Cat." *This is what you are to recreate.*
  - Select a Partner.
    - Explain "Pair Programming:" The Driver clicks and types. The Navigator describes to the driver what to do at each step. Switch every 5 minutes.
  - Begin building in Scratch while:
    - i. Watching a step-by-step-guide. Go to: Scratch Help / "The step-by-step intro." OR
    - ii. Following a Handout: "Getting Started" .pdf
  - When you have finished rebuilding the Dancing Cat, call me over for credit.

<b>Dancing Cat (Sprite) 6pts.</b>		
	Program starts when the green flag is clicked.	1pt.
	Cat says, "Watch Me Dance!"	1pt.
	Cat moves right 10 steps and then left 10 steps.	1pt.
	A drum beats as the cat moves.	1pt.
	The motion and audio repeats 10 times.	1pt.
	Also, if user clicks the space bar, the cat changes colors.	1pt.

<b>Dancing Cassie (Sprite) 5pts.</b>		
	Program starts when the green flag is clicked.	1pt.
	Cassie says, "You can't dance little Kitty Cat. Watch me Dance,!"	1pt.
	Cassie is animated and changes dance moves every .2 seconds.	1pt.
	Music from the Scratch archive is heard playing in the background.	1pt.
	Cassie continues to dance and doesn't stop until the red button is selected.	1pt.

