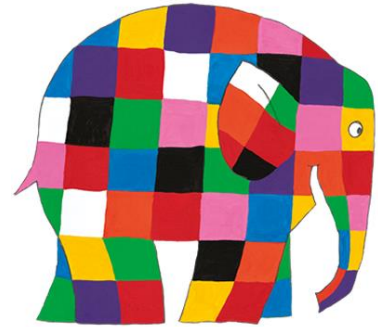


## Disco Elmer

Elmer's at the disco - but he's not dancing yet! Can you add some code that will make him dance?



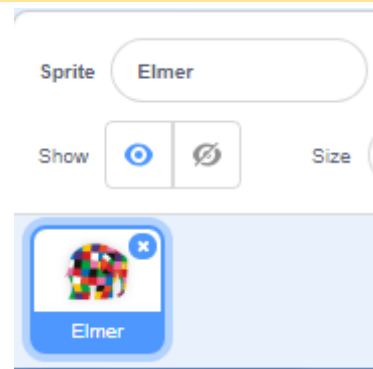
### Step 1

Type this URL into the address bar at the top of the browser and press the Enter key

<http://bit.ly/DiscoElmer-start>

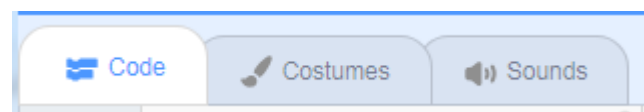
### Step 2

Find the small picture of Elmer under the bigger picture of him at the disco. Click on this small picture.

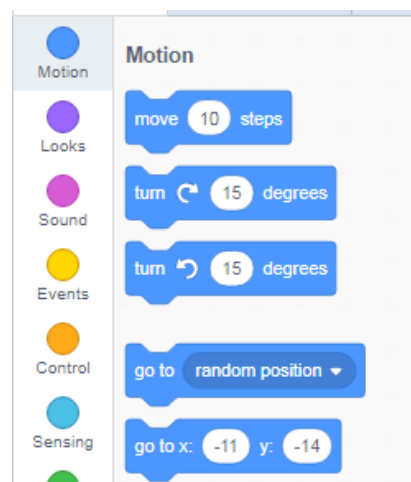


### Step 3

Now click on the tab that says **Code** on the left side of the screen:

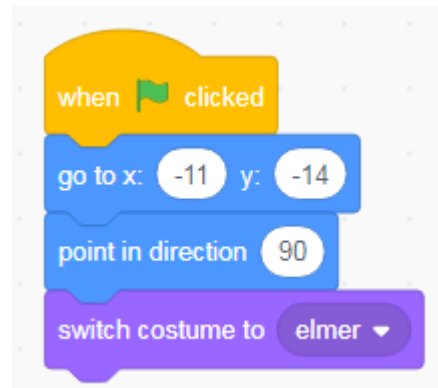


Underneath this tab are lots of coloured blocks. These are instructions to the computer and if we drag any onto the empty area on the right we can use them to make Elmer dance.



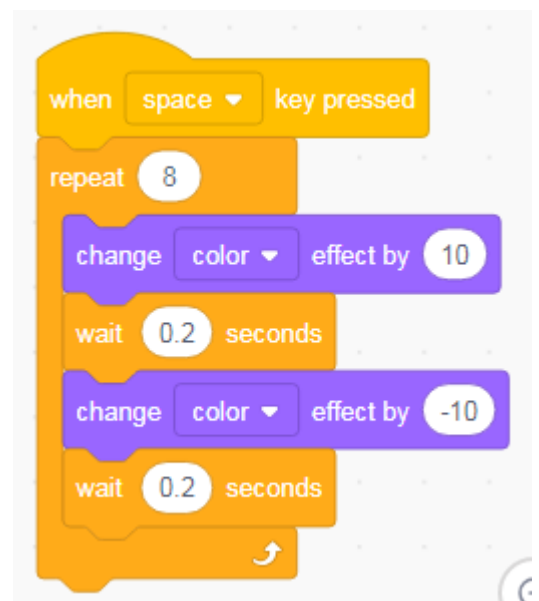
#### Step 4 - start the dance

You'll see these blocks in the area to the right of the list of blocks. These make sure Elmer is standing in the right place when someone starts the program running by clicking the **green flag**.



Underneath these blocks you'll see a yellow block that says "**when Space key pressed**". Add the brown and purple blocks shown here in underneath it.

This will make Elmer's multi-coloured patches **flash different colours** for a couple of seconds.



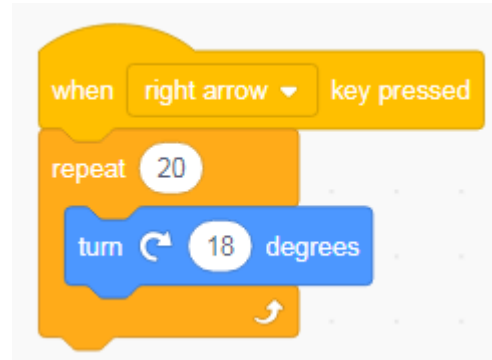
**Challenge** – use the dropdown menu on the purple change blocks to try out different effects on Elmer's appearance

### Step 5 - Somersault

Now add the orange and blue blocks here underneath the yellow when right arrow key pressed block.

This will make Elmer **turn a somersault**.

**Challenge:** What happens if you change the number of repeats? Or the number of degrees Elmer turns each time?

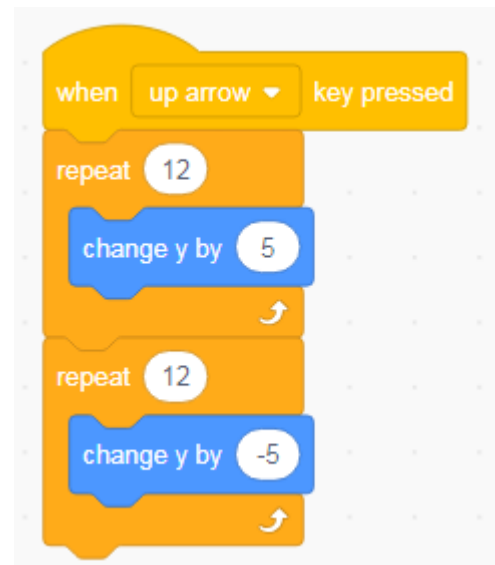


### Step 6 – Jump in the air

Next, add the orange and blue blocks here underneath the yellow when up arrow key pressed block.

This will make Elmer **jump in the air**.

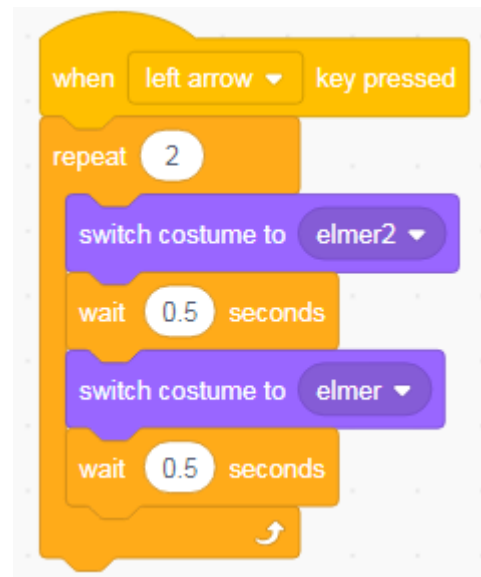
**Challenge:** change the numbers in the blue blocks to make Elmer jump higher



### Step 7 – dance step

Add the orange and purple blocks here underneath the yellow **when left arrow key pressed** block.

This will make Elmer **do a dance step**.



### Step 8 - headstand

Next, add the orange and blue blocks here underneath the yellow **when down arrow key pressed** block.

This will make Elmer **stand on his head for a second**.

**Challenge** – add a block to make Elmer do two headstands one after the other when you press the down arrow key.

