

Lesson 16:  
Freeze Dance!

**Lesson 16 Overview:** Lesson 16 introduces new blocks for controlling speed and waiting in ScratchJr. Children program a “Freeze Dance” project on ScratchJr.

**Powerful Ideas from Computer Science:** Control Structures, The Design Process, Algorithms, Modularity  
**Powerful Ideas from Literacy:** Literary Devices

## I. Warm Up: Freeze Dance

- Using Freeze Dance Music or your preferred classroom music, play Freeze Dance. When music plays, children dance and when the music pauses, they must freeze immediately.

## II. Opening Tech Circle: What is a Freeze Dance?

- Discuss the rules and elements of a freeze dance (e.g., dancing while music plays, freezing when music stops).
- In ScratchJr, how could we program the characters to dance and wait when the music stops?

## III. ScratchJr Time: Program Your Own Freeze Dance

- Demonstrate the Wait block (programs your character to take a break or pause), Speed block (makes characters in ScratchJr move at different speeds), and the Repeat Forever block (adding the Repeat Forever block to the end of a character’s code will have that character run the code continuously).
- Children program their own Freeze Dance on ScratchJr using these new blocks. Children focus on making sure all characters freeze at the same time.

## IV. Closing Tech Circle: Share Creations

- Children share their creations using these prompts to guide the sharing process: What was difficult or easy about this project? If your program was set to music, would it be fast or slow music? What would you do differently if you could go back and edit?

ScratchJr Blocks:

Wait  
Set Speed  
Repeat Forever

