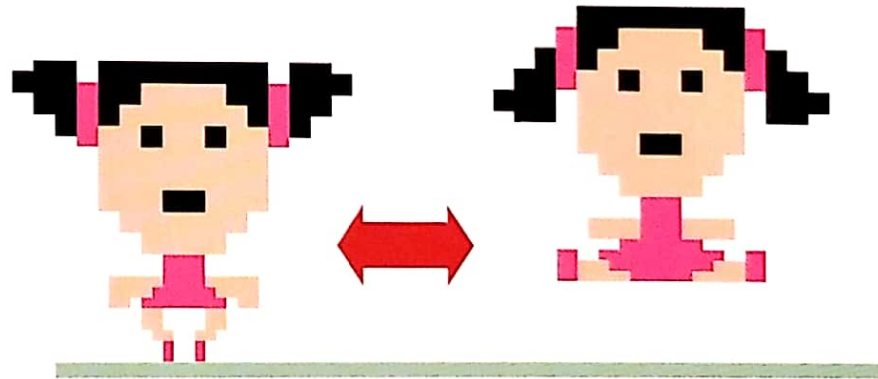


▽ Might as well jump!

Add another ballerina, and make her jump in the air with this code. The change of costume makes it seem like the ballerina is really jumping. Experiment with the timing to make the dance match the music.



```
when clicked
  set rotation style left-right
  forever
    switch costume to ballerina-b
    wait 3 seconds
    point in direction 0
    move 50 steps
    switch costume to ballerina-c
    wait 0.5 seconds
    point in direction 180
    move 50 steps
```

Type 0 for upward movement.

Type 180 for downward movement.

TRY THIS

Shout!

Add this short bit of code to every one of your sprites. When you press the x key, all the sprites will shout "Party!"

```
when x key pressed
  say Party! for 2 seconds
```

