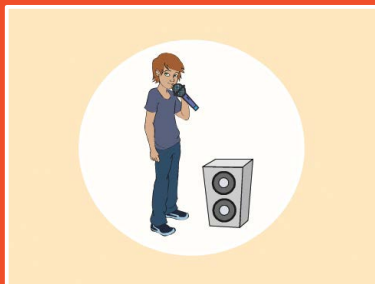
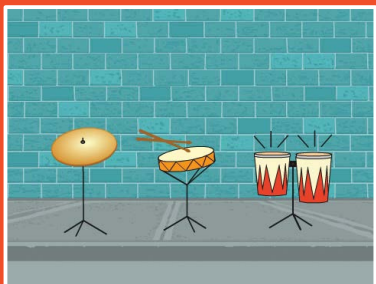
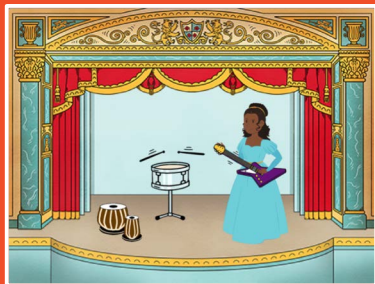


Make Music Cards



Choose instruments, add sounds,
and press keys to play music.

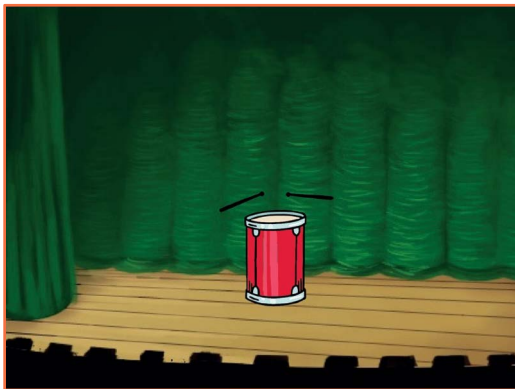
Make Music Cards

Try these cards in any order:

- **Play a Drum**
- **Make a Rhythm**
- **Animate a Drum**
- **Make a Melody**
- **Play a Chord**
- **Surprise Song**
- **Beatbox Sounds**
- **Record Sounds**
- **Play a Song**

Play a Drum

Press a key to make a drum sound.



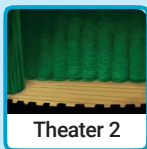
Play a Drum

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GET READY



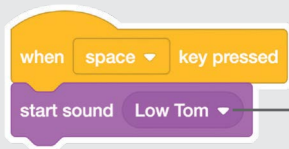
Choose a backdrop.



Choose a drum.



ADD THIS CODE



Select the sound you want from the menu.

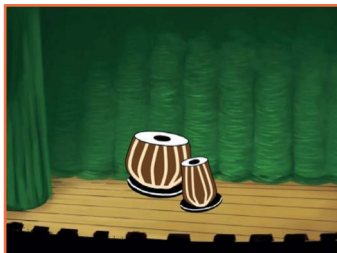
TRY IT



Press the **space** key on your keyboard.

Make a Rhythm

Play a loop of repeating drum sounds.



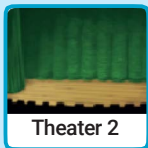
Make a Rhythm

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GET READY



Choose a backdrop.



Theater 2



Choose a drum from the Music category.



Drum Tabla

Dance

Music

Sports

To see just the music sprites, click the **Music** category at the top of the Sprite Library.

ADD THIS CODE

```
when space key pressed
repeat 3
  start sound Hi Na Tabla
  wait 0.25 seconds
  start sound Hi Tun Tabla
  wait 0.25 seconds
```

when **space** key pressed

repeat **3** — Type how many times you want to repeat.

start sound **Hi Na Tabla**

wait **0.25** seconds — Try different numbers to change the rhythm.

start sound **Hi Tun Tabla**

wait **0.25** seconds

TRY IT



Press the **space** key on your keyboard.

Animate a Drum

Switch between costumes to animate.



Animate a Drum

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GET READY



Choose a drum.



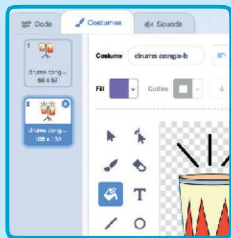
Drum Conga



Costumes

Click the **Costumes** tab to see the costumes.

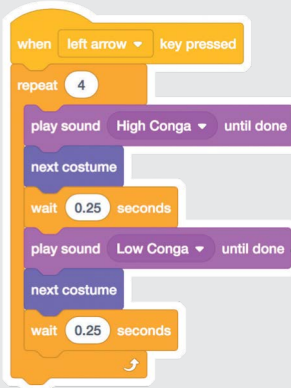
You can use the paint tools to change colors.



ADD THIS CODE



Code Click the **Code** tab.



Choose a sound from the menu.

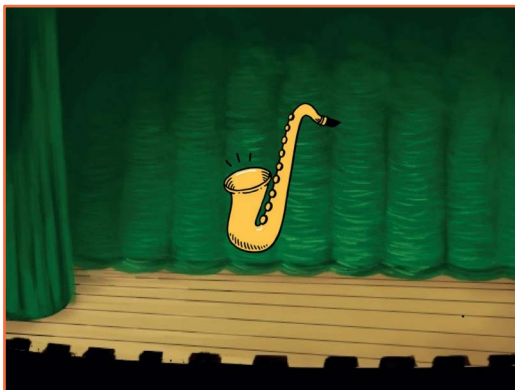
TRY IT



Press the **left arrow** key on your keyboard.

Make a Melody

Play a series of notes.



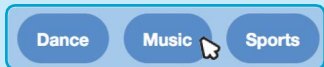
Make a Melody

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GET READY



Choose an instrument, like **Saxophone**.



To see just the music sprites, click the **Music** category at the top of the Sprite Library.

ADD THIS CODE

The code consists of the following blocks:

- when **up arrow** key pressed
- start sound **C2 Sax**
- wait **0.25** seconds
- start sound **G Sax**
- wait **0.25** seconds
- start sound **E Sax**

Annotations:

- Choose **up arrow** (or another key).
- Choose different sounds.

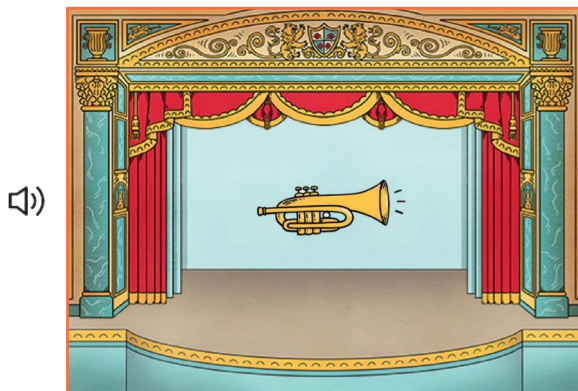
TRY IT



Press the **up arrow** key.

Play a Chord

Play more than one sound at a time to make a chord.



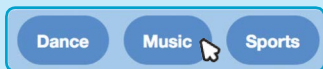
Play a Chord

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GET READY



Choose an instrument, like Trumpet.



To see just the music sprites, click the **Music** category at the top of the Sprite Library.

ADD THIS CODE

The code block consists of a yellow 'when key pressed' block with 'down arrow' selected in the dropdown menu. Below it are three purple 'start sound' blocks, each with a different trumpet sound selected: 'F trumpet', 'A trumpet', and 'C2 trumpet'. A bracket on the right side of the three sound blocks is labeled 'Choose different sounds.'.

Choose **down arrow** (or another key).

Choose different sounds.

TRY IT



Press the **down arrow** key.

TIP

Use **start sound** to play sounds play at the same time.

Use **play sound until done** to play sounds one after another.

Surprise Song

Play a random sound from a list of sounds.



Surprise Song

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GET READY

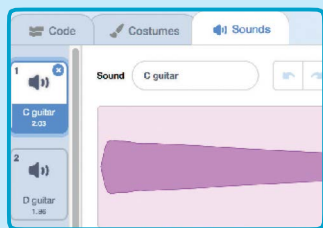


Choose an instrument,
like **Guitar**.



 Sounds

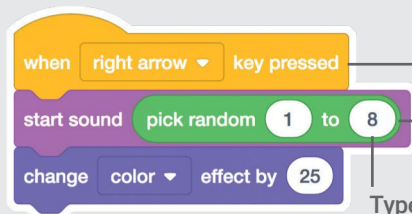
Click the **Sounds** tab to see how many sounds are in your instrument.



ADD THIS CODE

 Code

Click the **Code** tab.



Choose **right arrow**.

Insert a **pick random** block.

Type the number of sounds in your instrument.

TRY IT



Press the **right arrow** key.

Beatbox Sounds

Play a series of vocal sounds.



Beatbox Sounds

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GET READY

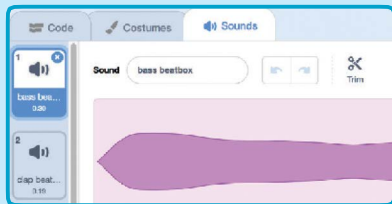


Choose the
Microphone sprite.



Sounds

Click the **Sounds** tab to see how many sounds are in your instrument.



ADD THIS CODE

Code

Click the **Code** tab.

when **b** key pressed — Choose **b** (or another key).

repeat **4**

start sound **Bass Beatbox**

wait **0.25** seconds

start sound **pick random 1 to 9** — Insert a **pick random** block.

wait **0.25** seconds — Type the number of sounds in this sprite.

TRY IT

B

Press the **B** key to start.

Record Sounds

Make your own sounds to play.



Record Sounds

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GET READY



Choose a backdrop.



Beach Malibu



Choose any sprite.

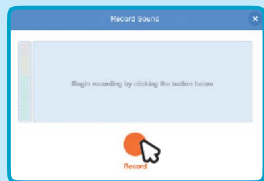
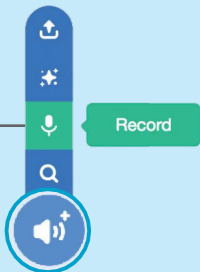


Beachball



Click the **Sounds** tab.

Then choose **Record** from the pop-up menu.

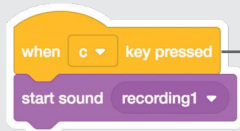


Click the **Record** button to record a short sound.

ADD THIS CODE



Click the **Code** tab.



Choose **c** (or another key).

TRY IT



Press the **C** key to start.

Play a Song

Add a music loop as background music.



Play a Song

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GET READY



Choose a sprite,
like **Speaker**.



Speaker



Click the **Sounds** tab.



Choose a sound from
the **Loops** category,
like **Drum Jam**.

All

Animals

Effects

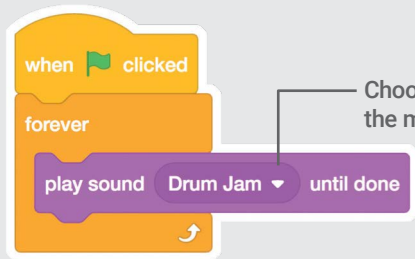
Loops

To see just the music loops, click the **Loops** category at the top of the Sounds Library.

ADD THIS CODE



Click the **Code** tab.



Choose your sound from
the menu.

TRY IT

Click the green flag to start.

