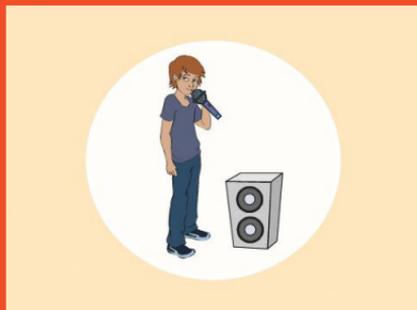


Make Music Cards



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



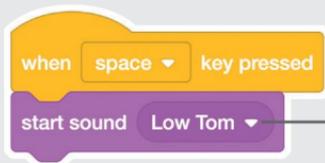
Choose a backdrop.



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



Type how many times you want to repeat.

Try different numbers to change the rhythm.

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.



 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

when **up arrow** key pressed — Choose **up arrow** (or another key).

start sound **C2 Sax**

wait **0.25** seconds

start sound **G Sax** — Choose different sounds.

wait **0.25** seconds

start sound **E Sax**

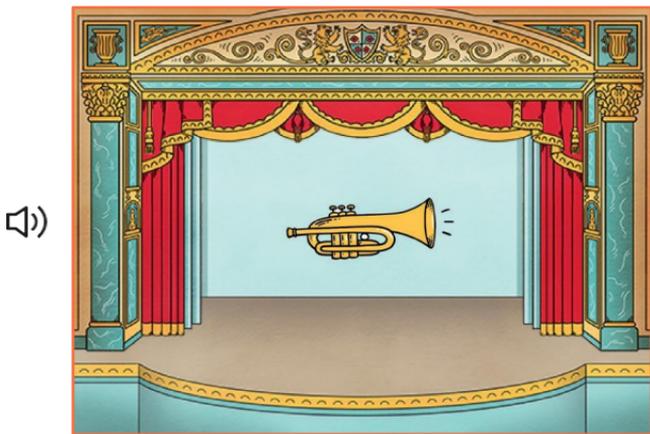
TRY IT



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

when **down arrow** key pressed — Choose **down arrow** (or another key).

start sound **F trumpet**
start sound **A trumpet**
start sound **C2 trumpet** — 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.

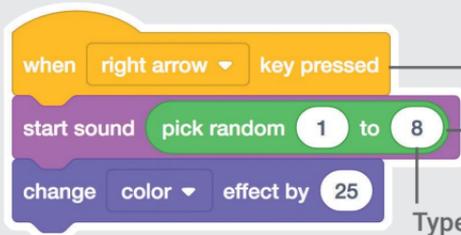


Click the **sounds** tab to see how many sounds are in your instrument.



ADD THIS 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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Choose the
Microphone sprite.



GET READY

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.

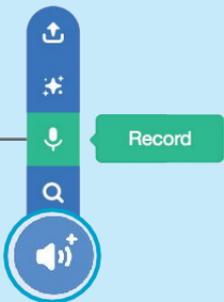


Choose any sprite.



Click the **Sounds** tab.

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

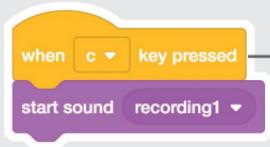


Click the **Record** button to record a short sound.

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.



 Sounds

Click the **Sounds** tab.



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

All

Animals

Effects

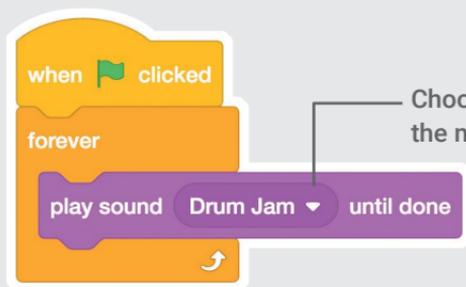
Loops

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

ADD THIS CODE

 Code

Click the **Code** tab.



Choose your sound from
the menu.

TRY IT

Click the green flag to start.

