

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.



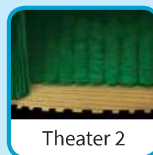
Play a Drum

scratch.mit.edu

GET READY



Choose a backdrop.



Theater 2



Choose a drum.



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.



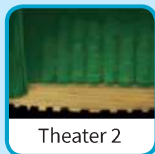
Make a Rhythm

scratch.mit.edu

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

scratch.mit.edu

GET READY



Choose a drum.



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

You can use the paint tools to change colors.



ADD THIS CODE



Click the **Code** tab.

```
when left arrow key pressed
repeat 4
  play sound High Conga until done
  next costume
  wait 0.25 seconds
  play sound Low Conga until done
  next costume
  wait 0.25 seconds
```

Choose a sound from the menu.

TRY IT



Press the **left arrow** key.

Make a Melody

Play a series of notes.



Make a Melody

scratch.mit.edu

GET READY



Choose an instrument,
like Saxophone.



Saxophone

Dance

Music

Sports

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

ADD THIS CODE

The code block sequence is as follows:

- 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.



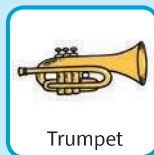
Play a Chord

scratch.mit.edu

GET READY



Choose an instrument,
like Trumpet.



Trumpet

Dance

Music

Sports

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 make 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

scratch.mit.edu

GET READY



Choose an instrument,
like Guitar.



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

scratch.mit.edu

GET READY



Choose the
Microphone sprite.



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



ADD THIS CODE



Click the **Code** tab.

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

Insert a **pick random** block.

Type the number of sounds in this sprite.

TRY IT



Press the **B** key to start.

Record Sounds

Make your own sounds to play.



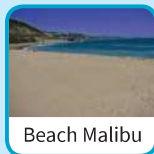
Record Sounds

scratch.mit.edu

GET READY



Choose a backdrop.



Beach Malibu



Choose any sprite.

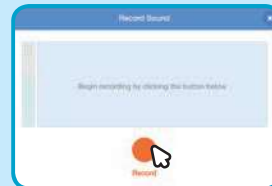
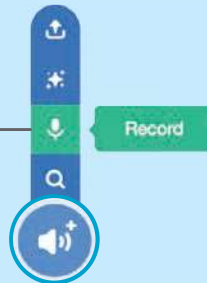


Beachball



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

scratch.mit.edu

GET READY



Choose a sprite,
like Speaker.



Click the **Sounds** tab.



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

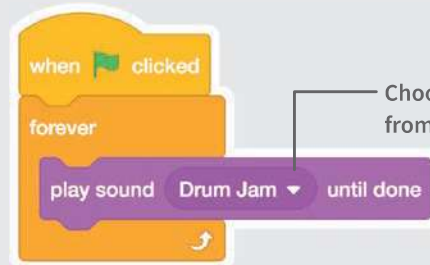


To see just the music loops, click the **Loops** category at the top of the Sounds Library.

ADD THIS CODE



Click the **Code** tab.



Choose your sound
from the menu.

TRY IT

Click the green flag to start.

