

Make a Card



1. Fold the card in half

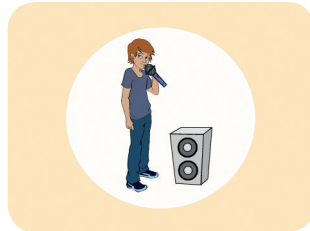
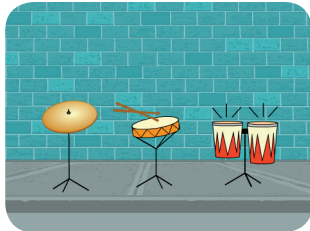


2. Glue the backs together



3. Cut along the dashed line

Make Music Cards



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

scratch.mit.edu/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

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Make a Card



1. Fold the card in half



2. Glue the backs together



3. Cut along the dashed line

Play a Drum

Press a key to make a drum sound.



Make Music

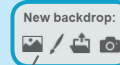
1



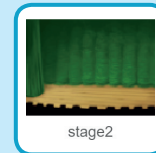
Play a Drum

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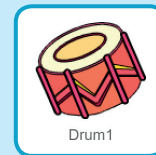
GET READY



Choose a backdrop.



Choose a drum from the Music theme.



ADD THIS CODE



Select the sound you want from the menu.

TRY IT

Press the **space** key to start.

Make a Card



1. Fold the card in half



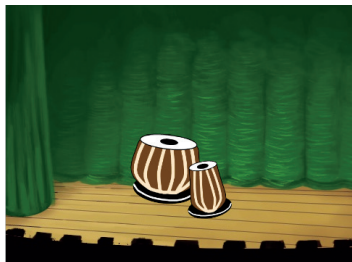
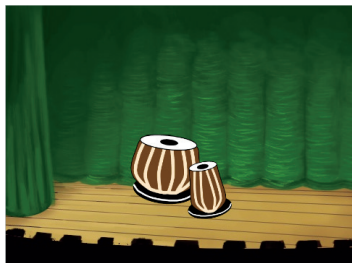
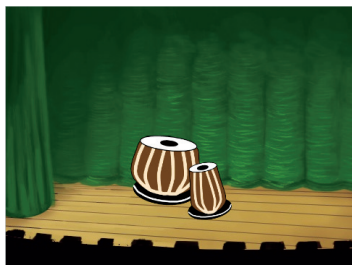
2. Glue the backs together



3. Cut along the dashed line

Make a Rhythm

Play a sequence of drum sounds.



Make Music

2

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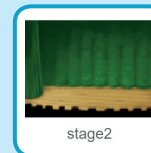
Make a Rhythm

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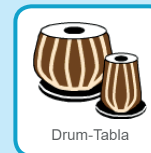
GET READY



Choose a backdrop.



Choose a drum from the Music theme.



ADD THIS CODE



Type how many times you want to repeat.

Try different numbers to change the rhythm.

TRY IT

Press the **space** key to start.

Make a Card



1. Fold the card in half



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Animate a Drum

Switch between costumes to animate.



Make Music

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Animate a Drum

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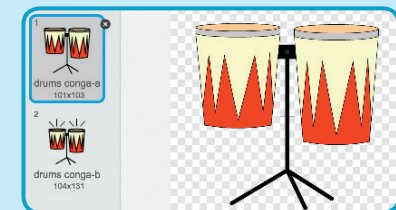
GET READY

Choose a drum from the Music theme.

New sprite:



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



You can use the paint tools to change colors.

ADD THIS CODE

Click the **Scripts** tab.



TRY IT

Press the **left arrow** key to start.

Make a Card



1. Fold the card in half



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Make a Melody

Play a series of notes.



Make Music

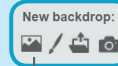
4

SCRATCH

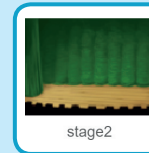
Make a Melody

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GET READY



Choose a backdrop.



Choose an instrument from the Music theme.

New sprite:



ADD THIS CODE

when **up arrow** key pressed

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

play sound **C2 sax**

wait **0.25** secs

play sound **G sax**

wait **0.25** secs

play sound **E sax**

Choose different sounds.

TRY IT

Press the **up arrow** key to start.

Make a Card



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Play a Chord

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



Make Music

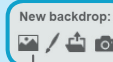
5

SCRATCH

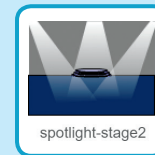
Play a Chord

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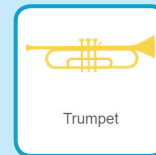
GET READY



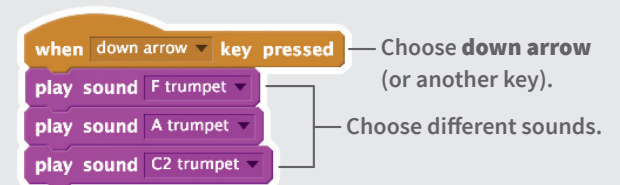
Choose a backdrop.



Choose an instrument
from the Music theme.



ADD THIS CODE



TIP

Use the **play sound** block to make sounds play at the same time.

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

Make a Card



1. Fold the card in half



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3. Cut along the dashed line

Surprise Song

Play a random sound from a list of sounds.



Make Music

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Surprise Song

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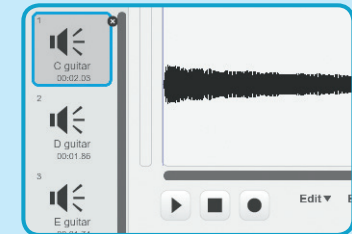
GET READY

Choose an instrument from the Music theme.

New sprite:

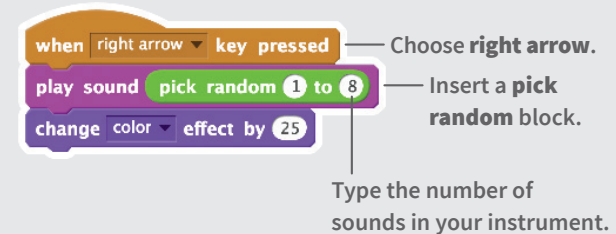


Click the **Sounds** tab to see all the sounds of your instrument.



ADD THIS CODE

Click the **Scripts** tab.



TRY IT

Press the **right arrow** key to start.

Make a Card



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Beatbox Sounds

Play a series of vocal sounds.



Make Music

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Beatbox Sounds

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GET READY

Choose the Microphone.

New sprite:    



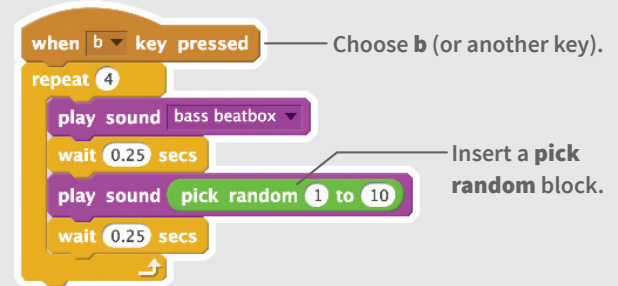
Microphone

Click the **Sounds** tab to see all the beatbox sounds.



ADD THIS CODE

Click the **Scripts** tab.



TRY IT

Press the **B** key to start.

Make a Card



1. Fold the card in half



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3. Cut along the dashed line

Record Sounds

Make your own sounds to play.



Make Music

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Record Sounds

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GET READY

Choose a backdrop.

New backdrop:

Choose any sprite you want.

New sprite:

beach malibu

Beachball

Click the Sounds tab.

New sound:

Click this icon. (You'll need a microphone.)

Click to record a short sound, like "boing" or "bop."

ADD THIS CODE

Click the Scripts tab.

when **c** key pressed

play sound recording1

Choose c (or another key).

TRY IT

Press the C key to start.

Make a Card



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Play a Song

Add a music loop as background music.



Make Music

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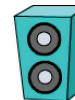
Play a Song

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GET READY

Choose a sprite,
like Speaker.

New sprite:



Speaker

Click the **Sounds** tab.

New sound:



Select a sound from the
Music Loops category.

ADD THIS CODE

Click the **Scripts** tab.

when clicked

forever

play sound **drum jam** until done

TIP

Make sure to use **play sound** until done (not **play sound**)
or else the music will interrupt itself.