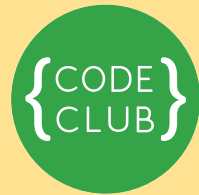


## Scratch Card:

# Create a Sound Recorder



Keep track of your progress by ticking off the boxes below:

1. Click on the stage.

☐

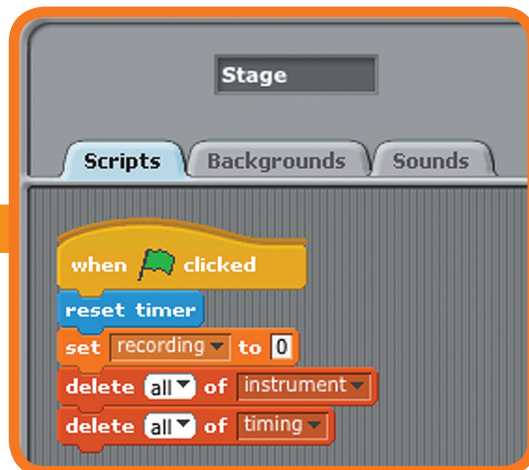
2. Under the **"Variables"** section, create two new lists.  
Call one of them **instrument** and one **timing**.

☐

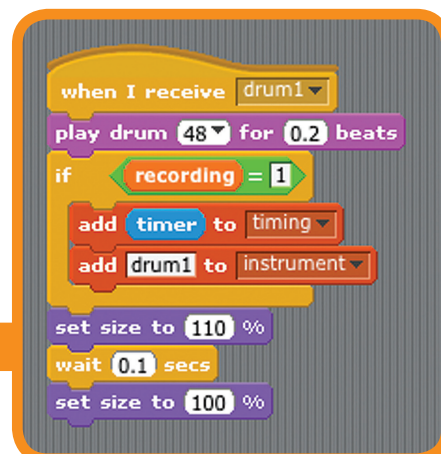
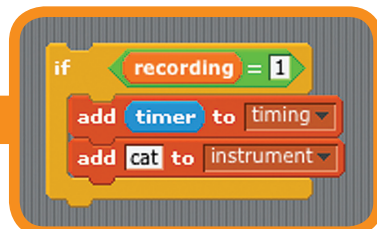
3. Create three new variables called **"recording"** and **"timer"** and **"index"**.

☐

4. We want the lists and variables to start off the same each time, so create the following script:

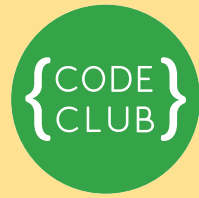
☐

5. For each of your instruments (**drum**, **piano**, **sound sample etc**), you will need to add the following items to the **when I receive** block. Change the word **"cat"** to match the word in the **when I receive** block above this.

☐

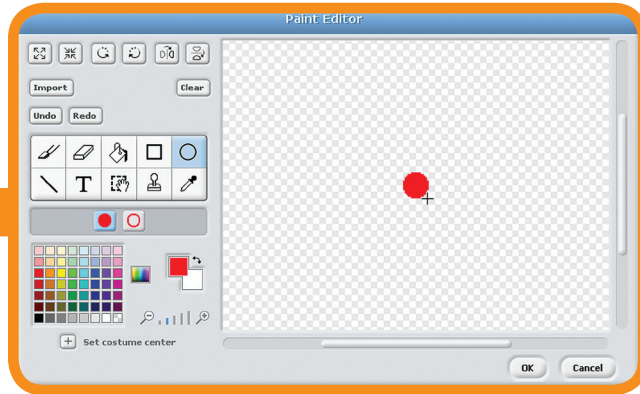
## Scratch Card:

# Create a Sound Recorder

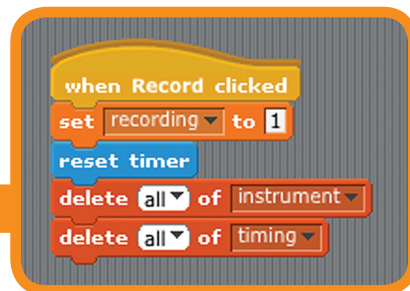


Keep track of your progress by ticking off the boxes below:

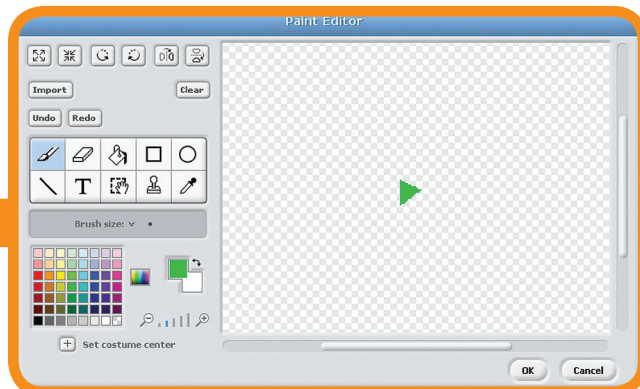
6. Draw a new sprite and make it a **red circle**. Name this sprite **"Record"**.

☐

7. Create a script that sets **recording** to **1**, **timer** to **0** and deletes all of instrument and timing when clicked. Try pressing the **green flag** and clicking the record button. What happens when you play instruments?

☐

8. Create another costume in the shape of a **green arrow**. Call this **"Play"**.

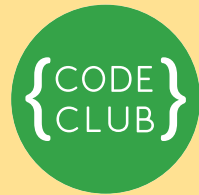
☐

9. Create a new script which sets **recording** to **0**, **timer** to **0** and **index** to **0**.

☐

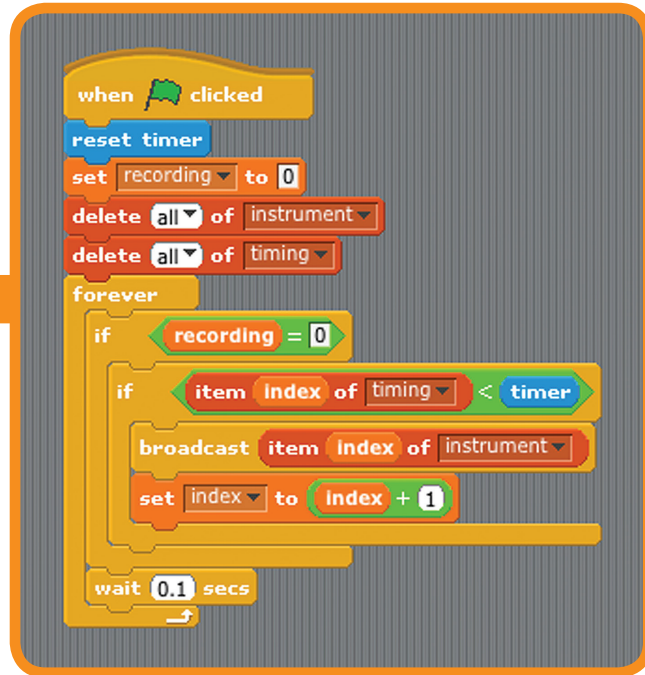
## Scratch Card:

# Create a Sound Recorder



Keep track of your progress by ticking off the boxes below:

10. Now we need to make the playback actually do something. **Click on the stage.** Update the script here so it looks like this:



11. **Press the green flag.** Now click the **red record button** and play some instruments. **Press the green play button**, what happens?

