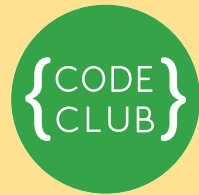# Scratch Card:
Drum

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

1. **Import** a new sprite and choose **Things -> Drum**. Name the sprite "Drum".

2. We want the drum to make a sound when we click it or press the **space** key.

3. Now we need to make a sound when it receives **drum**. You can change the number if you want to change the sound the drum makes.

4. Try changing the appearance to make it obvious which instrument was played.