USING SOUND & MUSIC BLOCKS

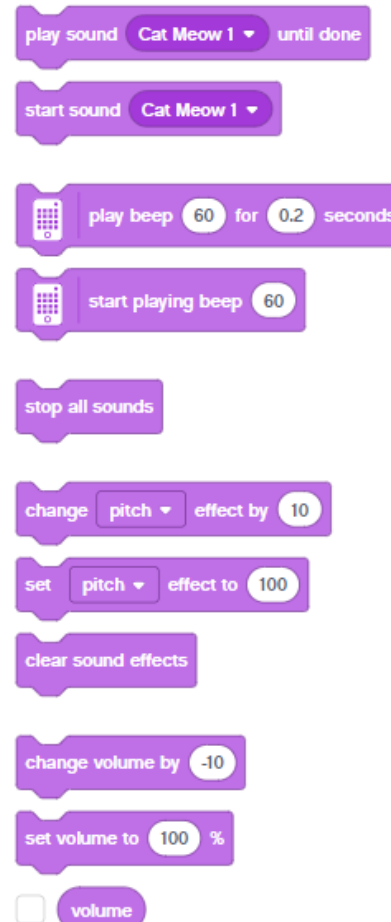BY SANJAY AND ARVIND SESHAN
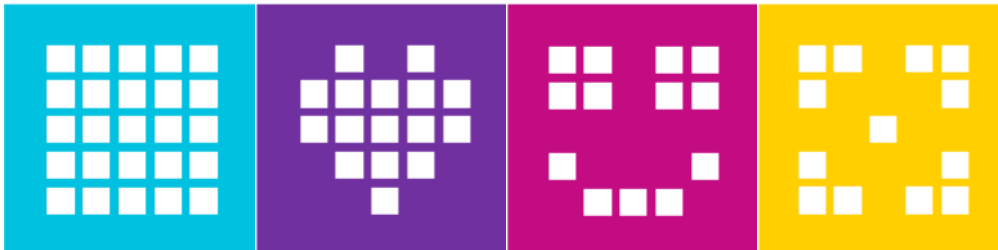
LESSON OBJECTIVES

- Learn how to use sound blocks

- Learn how to create and modify sounds

- Learn how to add the Music Blocks to the Palette
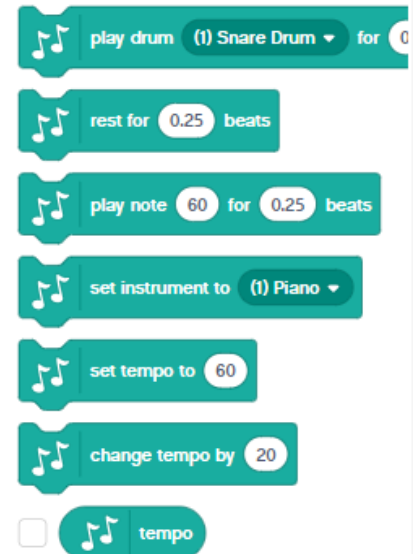
- Compose some music

SOUND BLOCKS

- Sound blocks can be found in two of the Block Palettes

- The Music Blocks must be added to your Block Palette using Extensions

- You can play tones, change instruments and even create custom sounds

- Sound blocks can be added to your projects for fun, but also for debugging purposes – e.g. they can be used to indicate when a piece of code has completed

- Note: Only the play "beep" sound blocks actually play on the Hub. The other sounds play on your device (laptop/tablet, etc.)
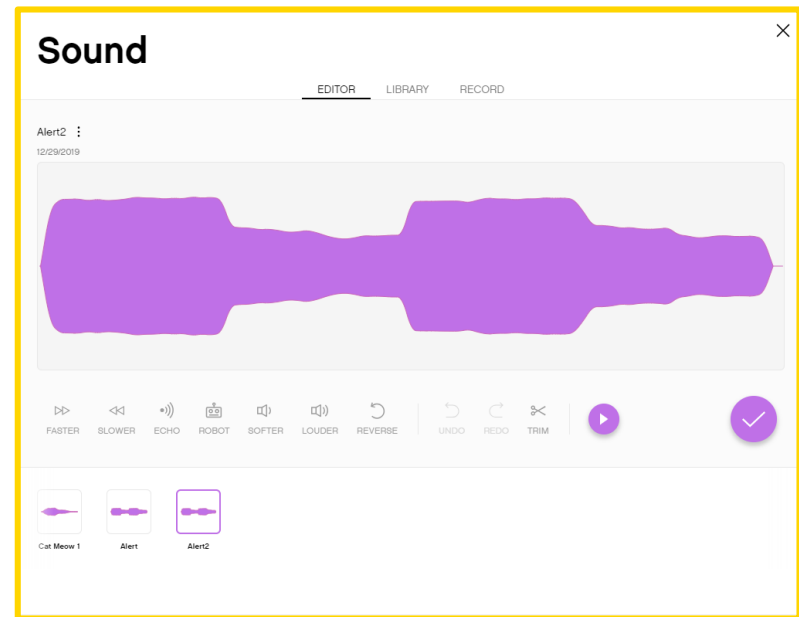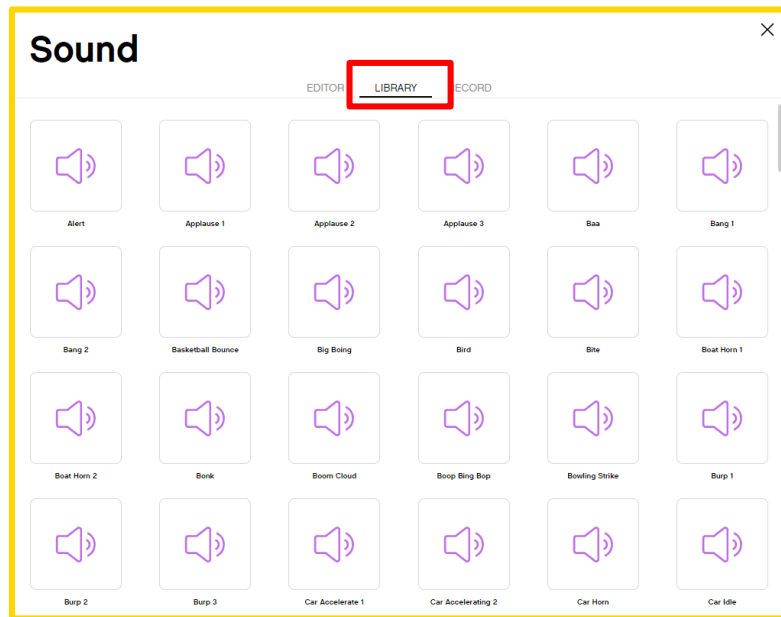
Sound

play sound Cat Meow 1 ▼ until done

start sound Cat Meow 1 ▼

play beep 60 for 0.2 seconds

start playing beep 60

stop all sounds

change pitch ▼ effect by 10

set pitch ▼ effect to 100

clear sound effects

change volume by -10

set volume to 100 %

volume

Music

play drum (1) Snare Drum ▼ for 0

rest for 0.25 beats

play note 60 for 0.25 beats

set instrument to (1) Piano ▼

set tempo to 60
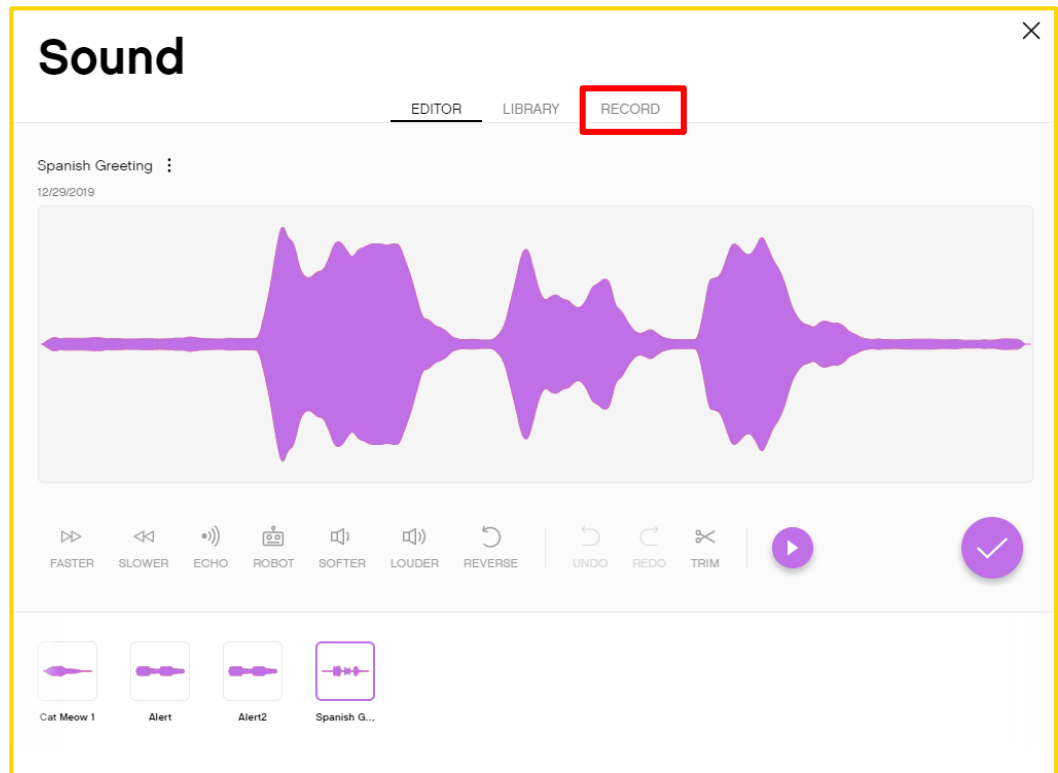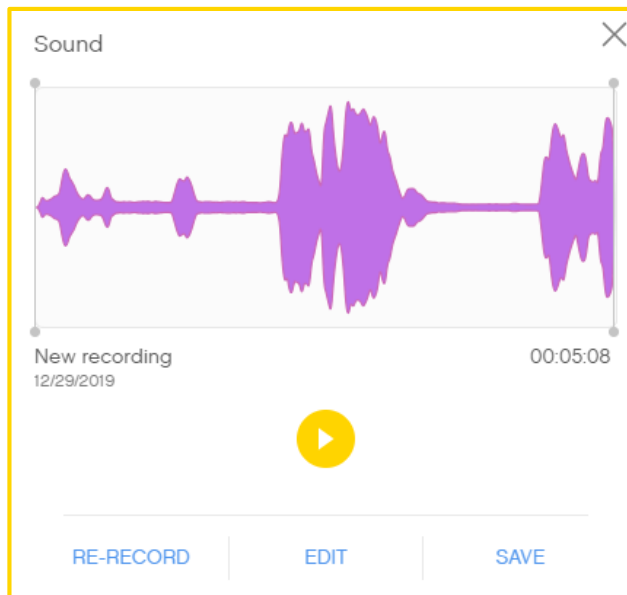
change tempo by 20

tempo

ADDING MORE SOUNDS

- You Add more sounds using the dropdown menu

- There are many sounds in the Sound Library

- Once you select the sound, you can also modify them

RECORDING CUSTOM SOUNDS

■ You can record custom sounds in two ways: either from the "record" or "add menu"

CHALLENGE AND SAMPLE SOLUTION

■ Play an instrument

■ Add the Music Extension Blocks by clicking on the Extensions Icon at the bottom of the Block Palette

■ Pick your favorite instrument

■ Compose a short piece of music and play it 4 times
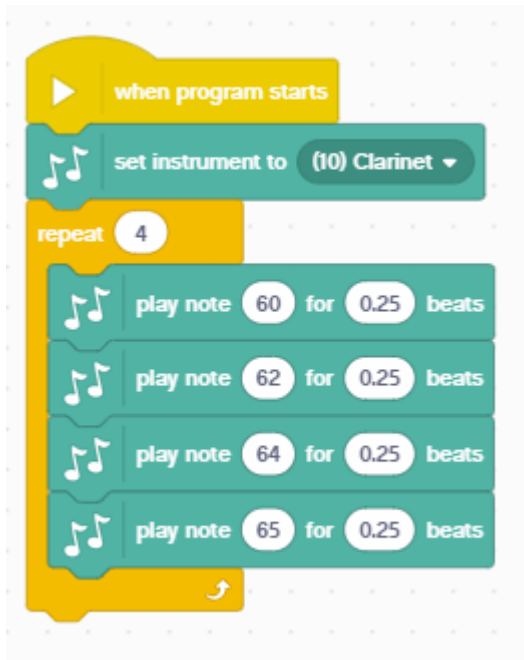
The instrument is set to Clarinet

Music is played 4 times using the Repeat Block

Four notes are played

CREDITS

- This lesson was created by Sanjay Seshan and Arvind Seshan for SPIKE Prime Lessons

- More lessons are available at www.primelessons.org