



USING SOUND & MUSIC BLOCKS

BY SANJAY AND ARVIND SESHAN

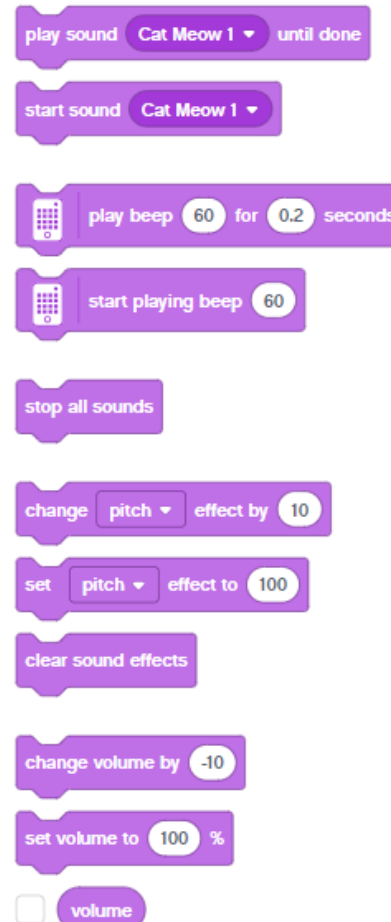
LESSON OBJECTIVES

- 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

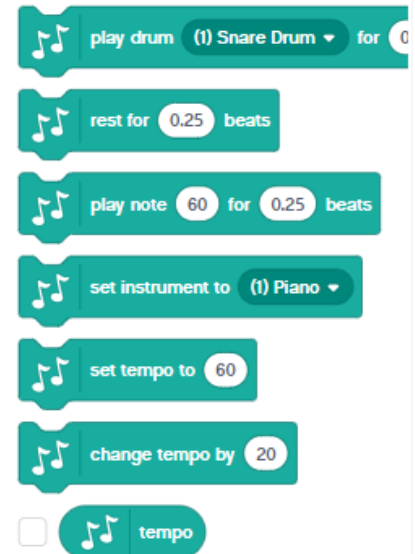
SOUND BLOCKS

- 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

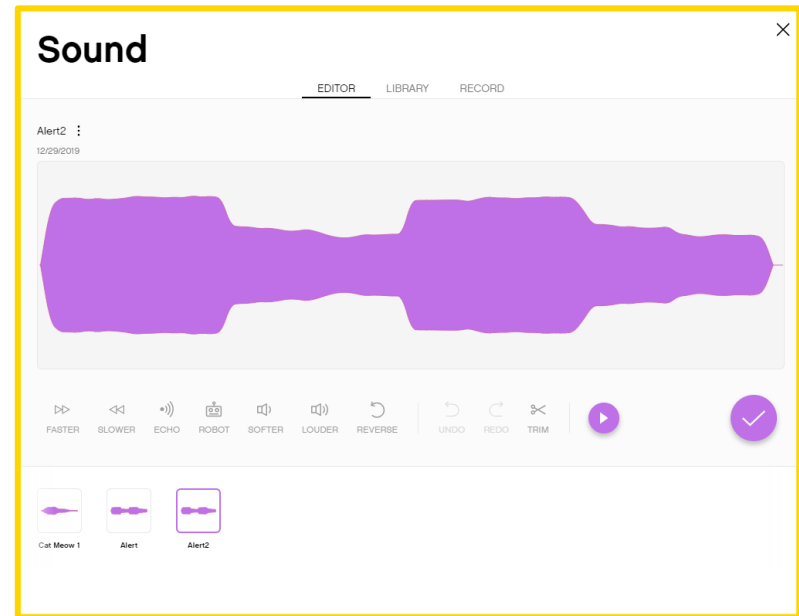
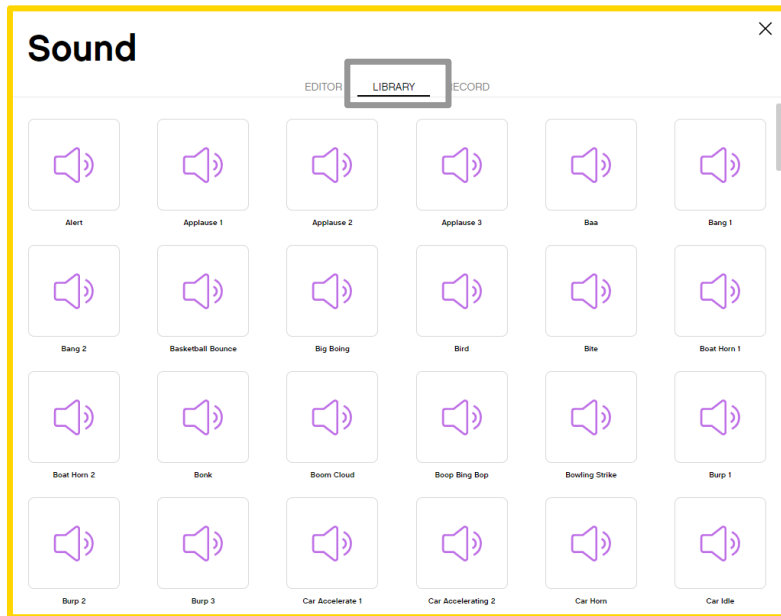


Music



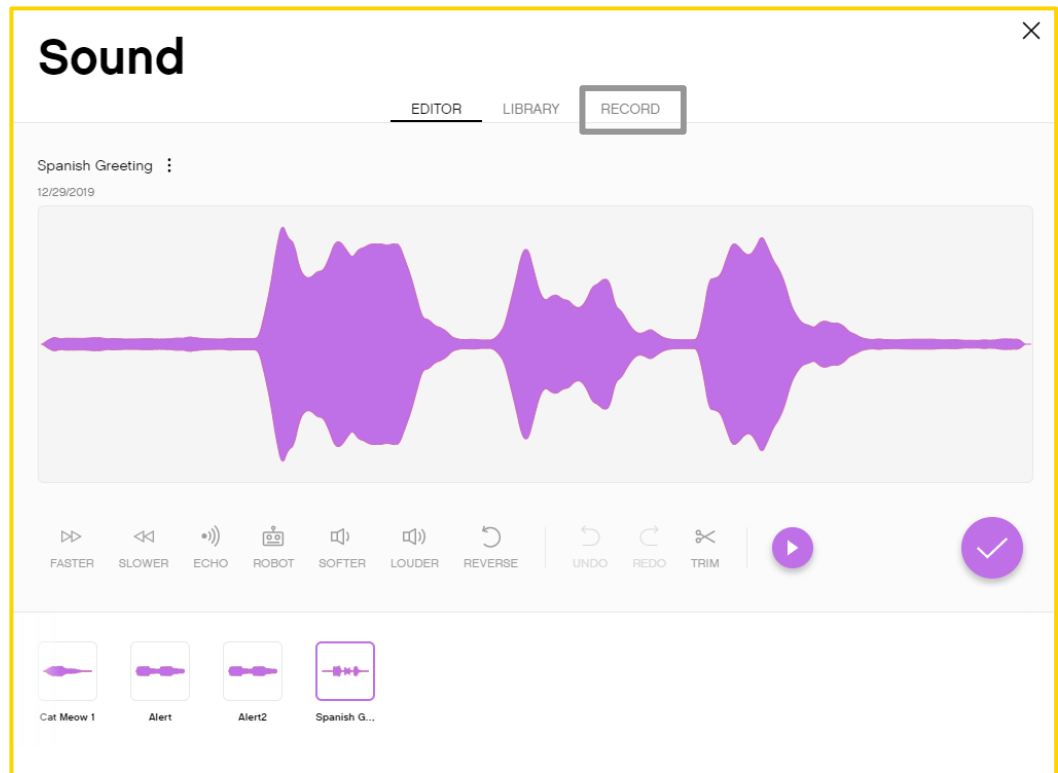
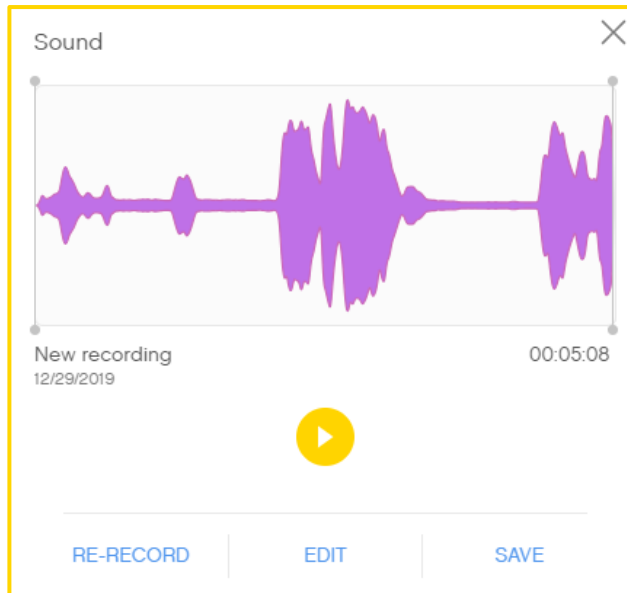
ADDING MORE SOUNDS

- 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




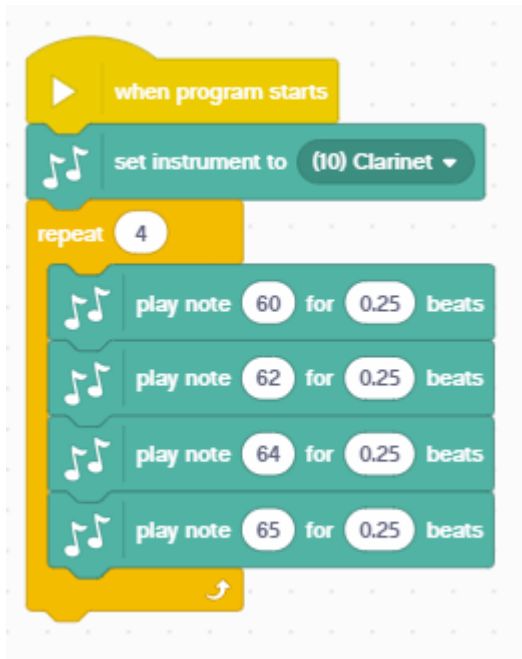
RECORDING CUSTOM SOUNDS

- 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



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