

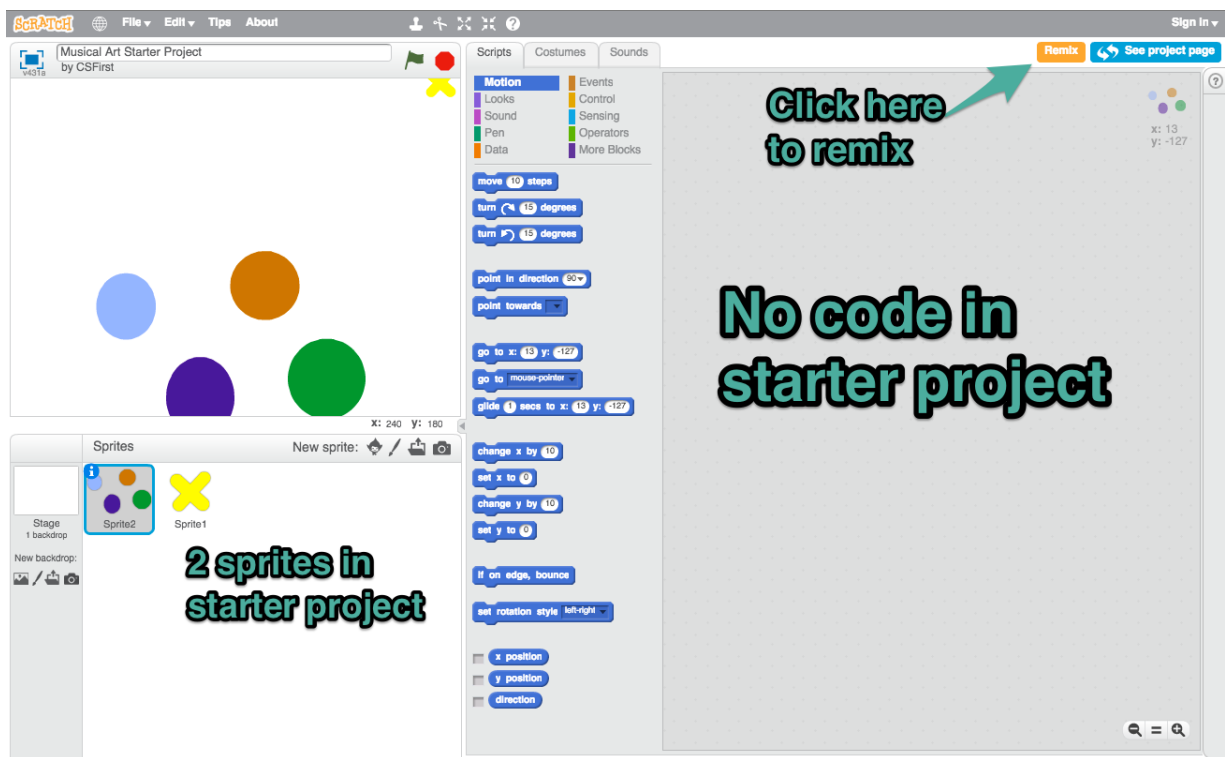
Activity 3: Musical Art

Video 1: Become a Music Maker

In this video, club members will:

1. Open the platform starter project.
2. Remix and sign in.

NOTE: Club members will not code any parts of this project until after they watch the second video.



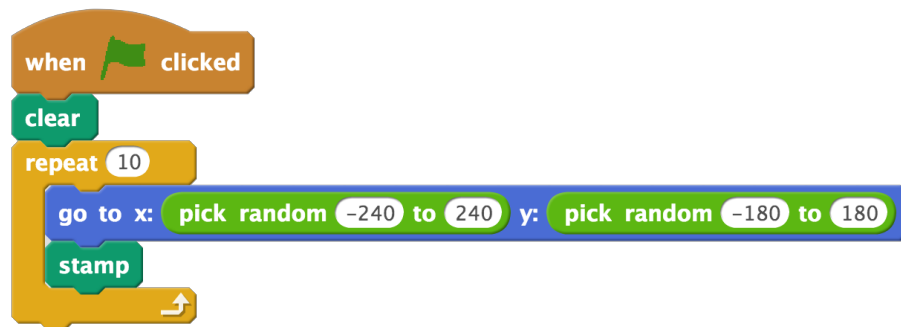
Video 2: Fill the Stage With Color

In this video, club members will:

1. Use the “go to” block to make the sprite go to a spot.
2. Make the sprite go to a random spot.
3. Make the sprite leave a stamp of itself.
4. Make the sprite repeat going to a random spot and leaving a stamp.
5. Start with a clear screen when the green flag is clicked.

NOTE: Club members choose how many times the sprite will stamp.. The numbers in the “pick random” block are the parameters of the stage. Stamps won’t necessarily fill the entire stage.

Code for
this sprite:

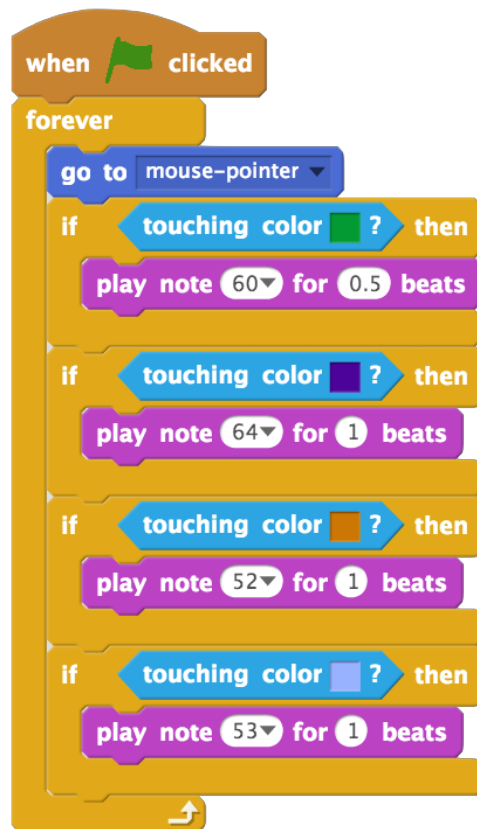


Video 3: Color Me Musical

In this video, club members will:

1. Make the X sprite go to the mouse.
2. Make the X sprite follow the mouse FOREVER.
3. Learn about the "if" block.
4. Make the if block say "if touching color."
5. Make the X sprite play a note if it is touching green.
6. Copy the if statement, then change the color and note for each color in Sprite 1.
7. Add a "when flag clicked" event to start the program.

Code for this sprite



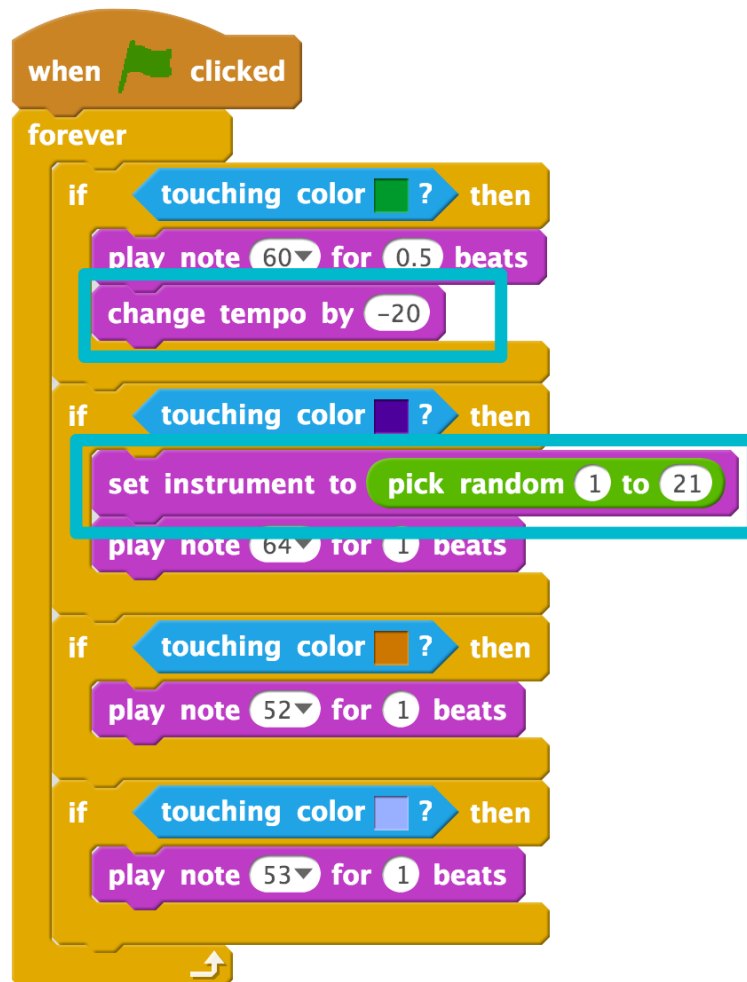
Add-On: Change Instrument and Tempo

In this video, club members will:

1. Use the “change tempo” block to change the speed of notes when a particular color is touched.
2. Use the “set instrument” block to change the instrument.
3. Use the “random” block inside the “set instrument” block to make the choice random.

NOTE: Club members can use any combination of these blocks in a single or in multiple “if” statements. Below is an example.

Code for this sprite



Add-On: Make it Melodic With a Chord

In this video, club members will:

1. Copy the code that makes a single note play, then make two notes play at the same time.
2. Change the values of the notes so that two different notes play at the same time.

Code for
this sprite:

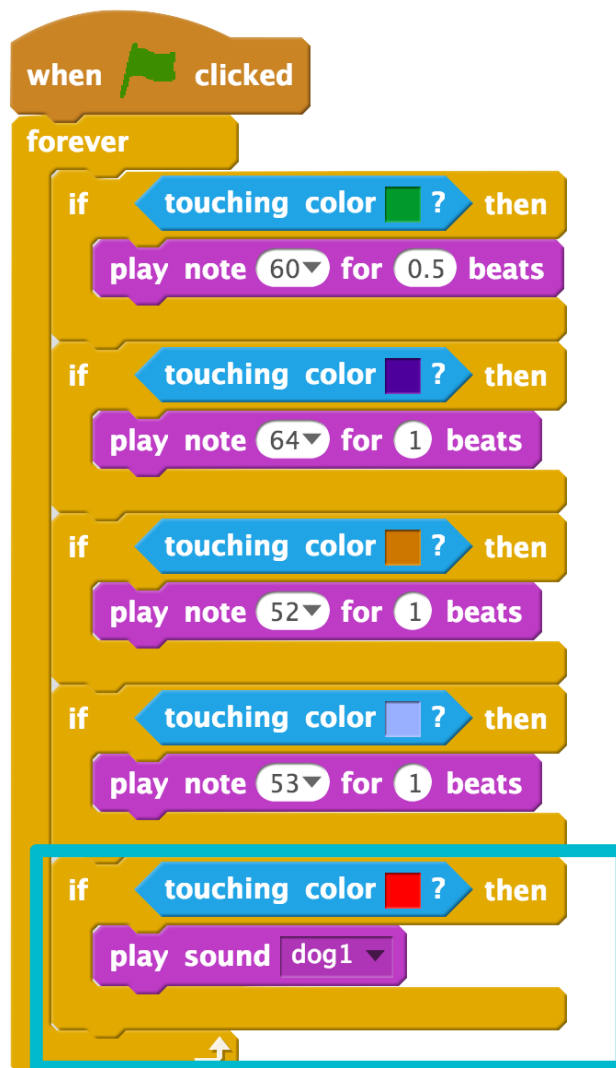


Add-On: Easter Egg Surprise

In this video, club members will:

1. Add an uncommon color to sprite 1.
2. Figure out how to use an "if" statement to make a surprising sound play when the X touches that color.

NOTE: Club members choose their own colors and sounds.

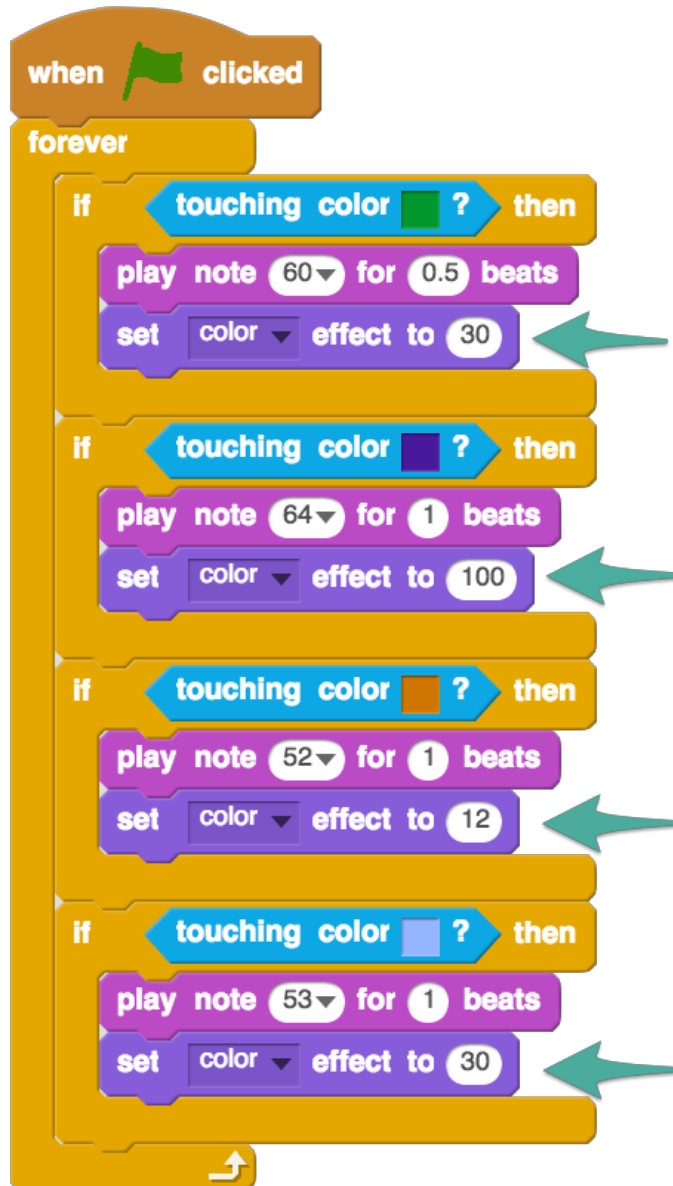


Add-On: Color Changing Sprite

In this video, club members will:

1. Add a “set color effect to” block to change the color of the X sprite based on the color it’s touching.

Code for this sprite:



Add-On: That's So Random

In this video, club members will:

1. Make another x sprite.
2. Replace "go to mouse pointer" with "go to x y."
3. Make the sprite go to a random position.



Code for
this sprite:



Add-On: Sprite Trail

In this video, club members will:

1. Make a separate stack of blocks for moving the X sprite.
2. Create a clone of the X sprite.
3. Make the clone disappear.
4. Add a “wait” block.
5. Add a color changing effect.

Code for this sprite:

