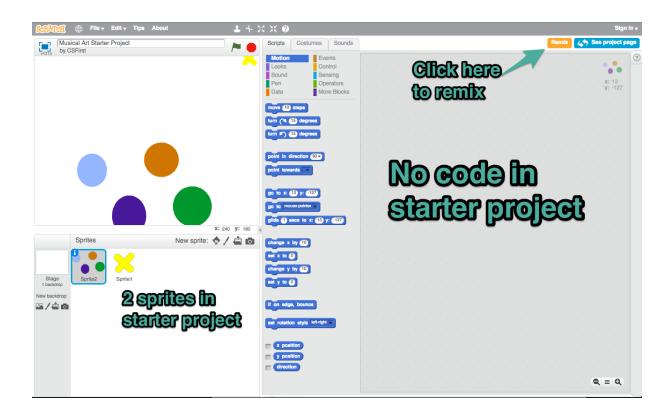
Activity 3: Musical Art

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.



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



```
when clicked

forever

go to mouse-pointer

if touching color ? then

play note 60 for 0.5 beats

if touching color ? then

play note 64 for 1 beats

if touching color ? then

play note 52 for 1 beats

if touching color ? then

play note 52 for 1 beats
```

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



```
when clicked

forever

if touching color ? then

play note 60 for 0.5 beats

change tempo by -20

if touching color ? then

set instrument to pick random 1 to 21

play note 64 for 1 beats

if touching color ? then

play note 52 for 1 beats

if touching color ? then

play note 53 for 1 beats
```

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:



```
Copy Code
when clicked
forever
                   when
                           clicked
                                         change "play note"
       touching col
                                         values
                   forever
    play note 60▼ 1
                          touching or or
                        play note 60 for 0.5 beats
       touching col
    play note 64v 1
                          touching color
                        play note 64 for 1 beats
      touching col
    play note 52▼ f
                           touching color
                                          ? then
                        play note 52 for 1 beats
       touching col
    play note 53▼ f
                           touching color ? then
                        play note 53 for 1 beats
         1
```

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.





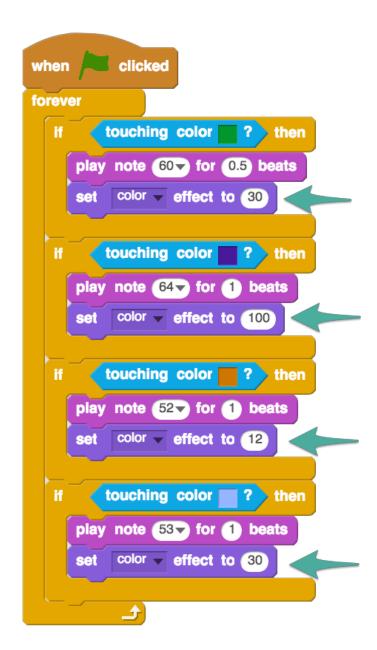
Add-On: Color Changing Sprite

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:



```
forever

go to x: pick random -240 to 240 y: pick random -180 to 180

if touching color ? then

play note 60 for 0.5 beats

if touching color ? then

play note 64 for 1 beats

if touching color ? then

play note 52 for 1 beats

if touching color ? then

play note 52 for 1 beats
```

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:



```
when clicked

forever

go to mouse-pointer 

create clone of myself 

change color effect by 25
```

when I start as a clone
wait 1 secs
delete this clone