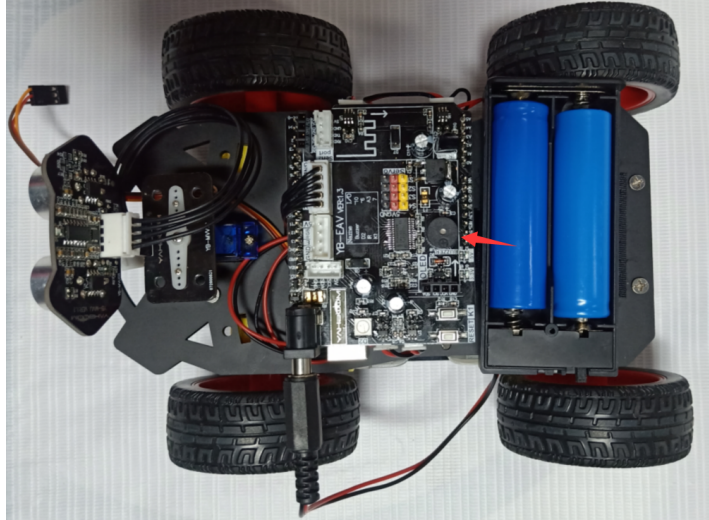## Scratch course ---1.Car whistle

1. Learning goal

In this lesson, we will learn how to control the buzzer on the expansion board by graphically programming .

2. Preparation

2.1 The position of the buzzer on the robot car. As shown below.

2.2 Learn how to use buzzer play tone graphically program building blocks.

3. Search for blocks

The following is the location of the building blocks required for this programming.

4. Combine blocks

5. Experimental phenomena

After the program is downloaded, we can heard buzzer sound.