

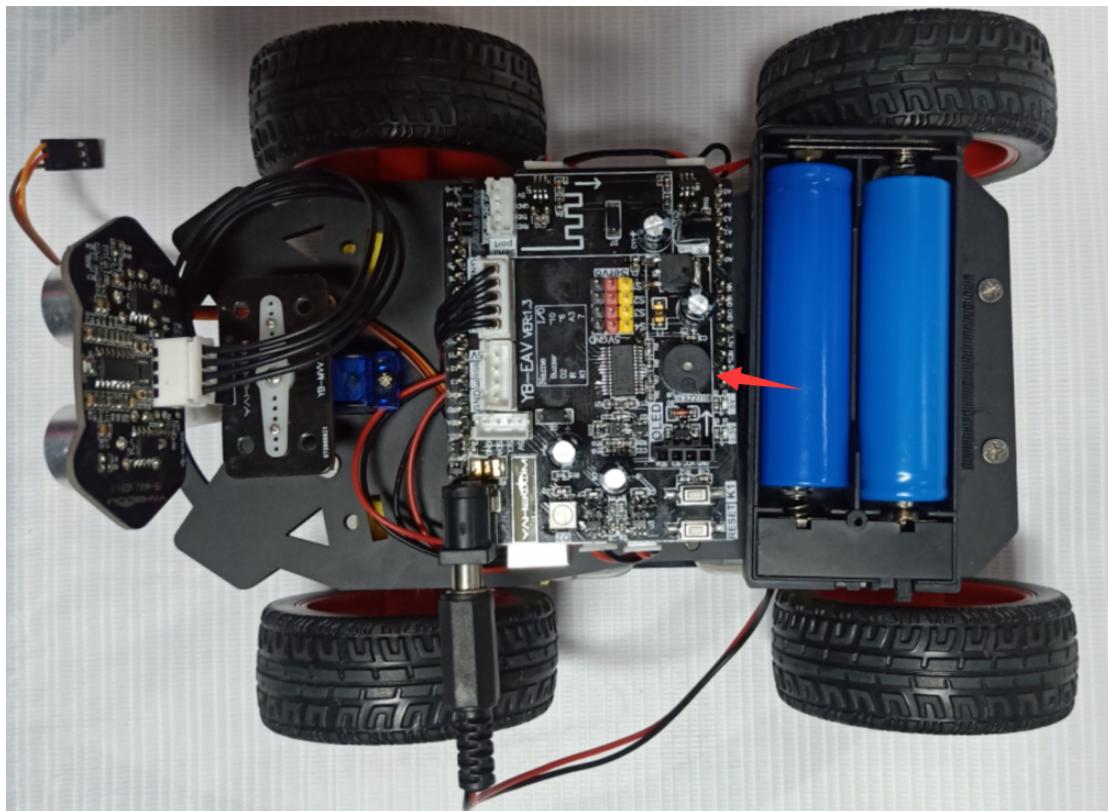
## Scratch course ---2.Singing

### 1. Learning goal

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

### 2. Preparation

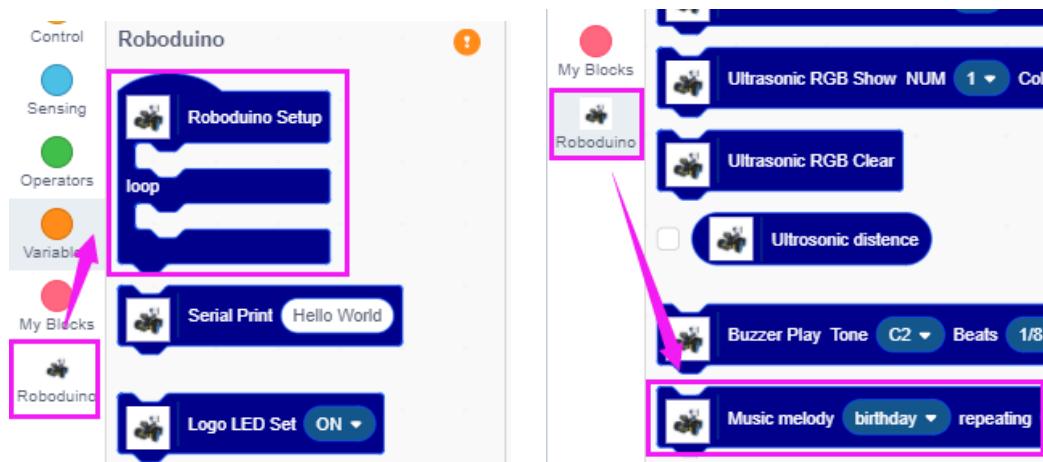
2.1 The position of the buzzer on the robot car. As shown below.

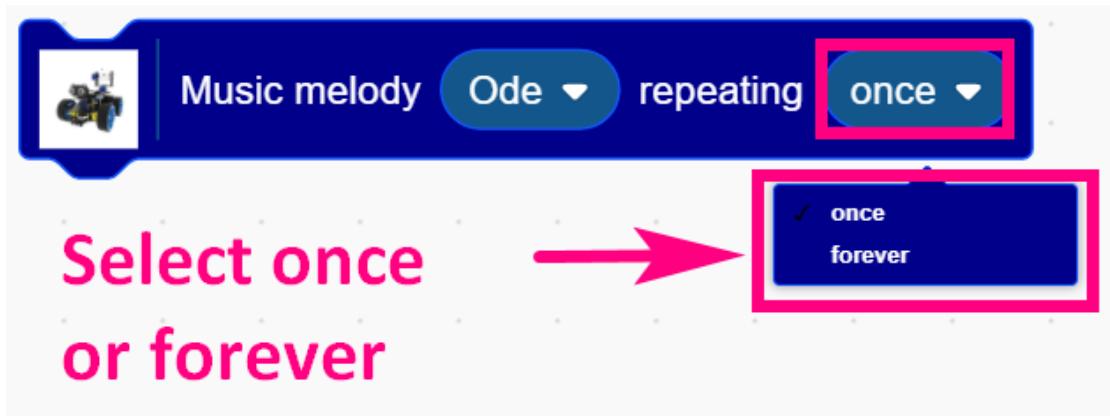


2.2 Learn how to use play music graphically program building blocks.

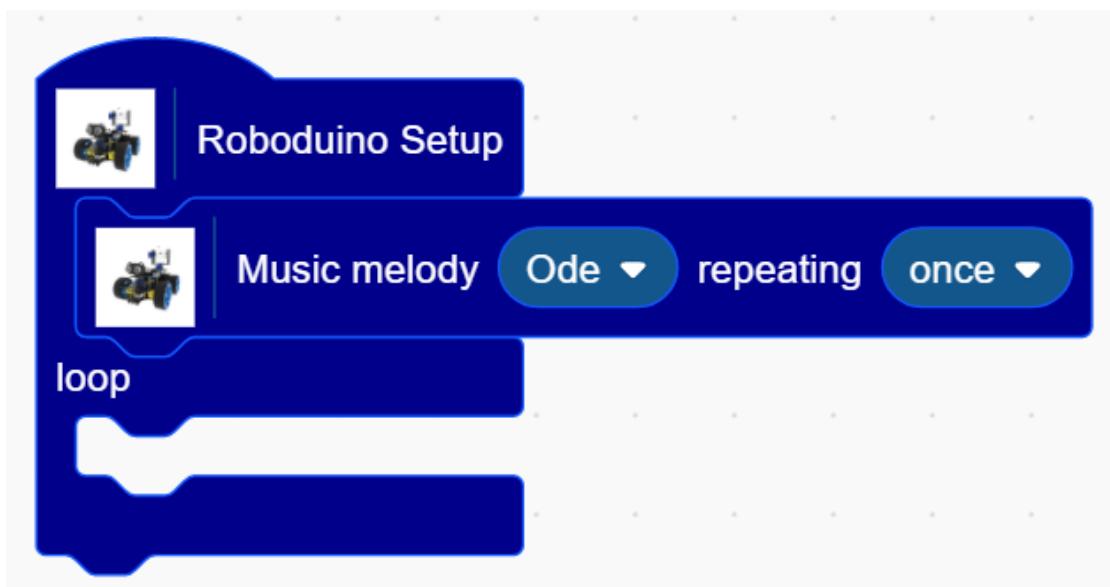
### 3. Search for blocks

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





## 4. Combine blocks



## 5. Experimental phenomena

After the program is downloaded, the buzzer will start play music “ode” once.