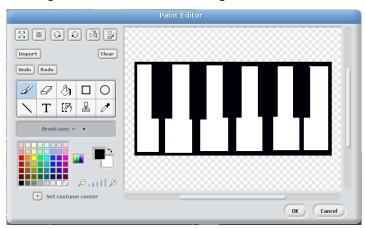


## **Sound Machine: Piano**



## Activity Checklist

Draw a piano by creating black and white rectangles.



Now create a script which plays a note when the "a" key is pressed.

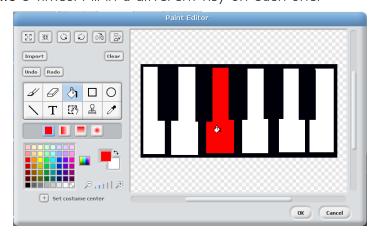
```
when a ▼ key pressed when I receive piano-1 ▼

broadcast piano-1 ▼ play note 60 ▼ for 0.5 beats
```

Create two more notes when you press "s" and "d" on the keyboard.

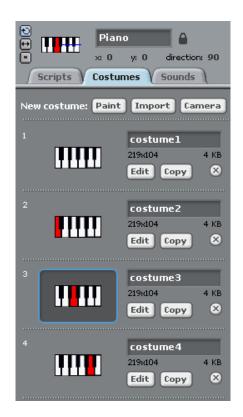


Copy the costume 3 times. Fill in a different key on each one.



## **Sound Machine: Piano**





Make each note switch to a different costume and then switch back to costume1



```
when I receive piano-2 ▼

switch to costume costume3 ▼

play note 64 ▼ for 0.5 beats

switch to costume costume1 ▼
```

```
when I receive piano-3 ▼

switch to costume costume4 ▼

play note 67 ▼ for 0.5 beats

switch to costume costume1 ▼
```

Challenge: Create a way to change the instrument.

```
when up-arrow ▼ key pressed

set instrument to pick random 1 to 99
```