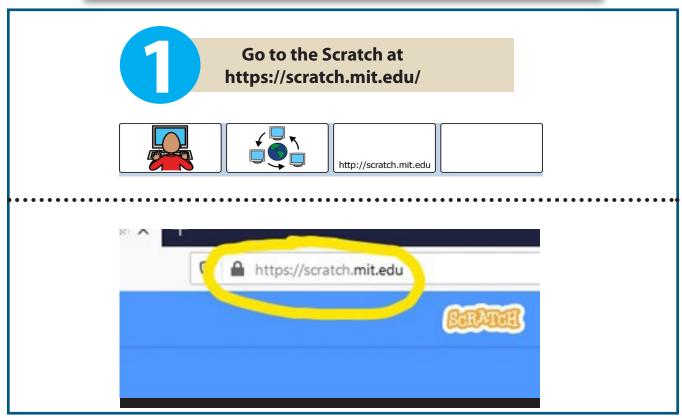
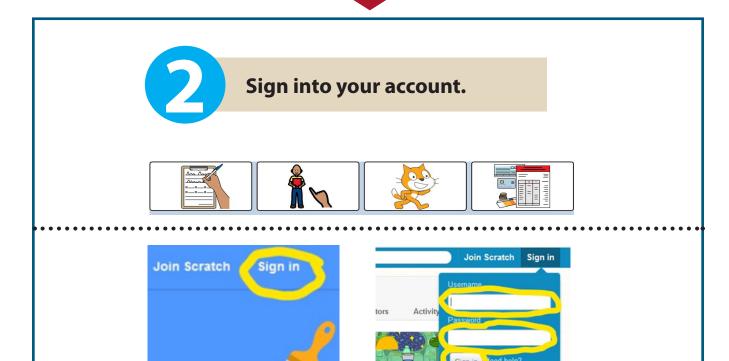
Unit 2 Session 6

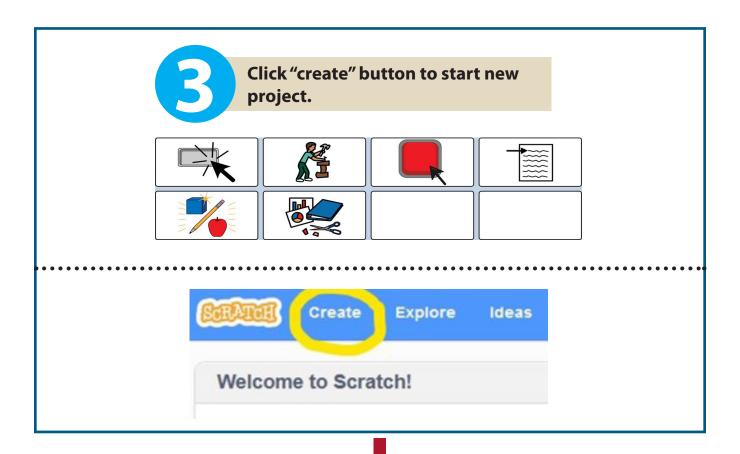
Music Video Handout

Music Video



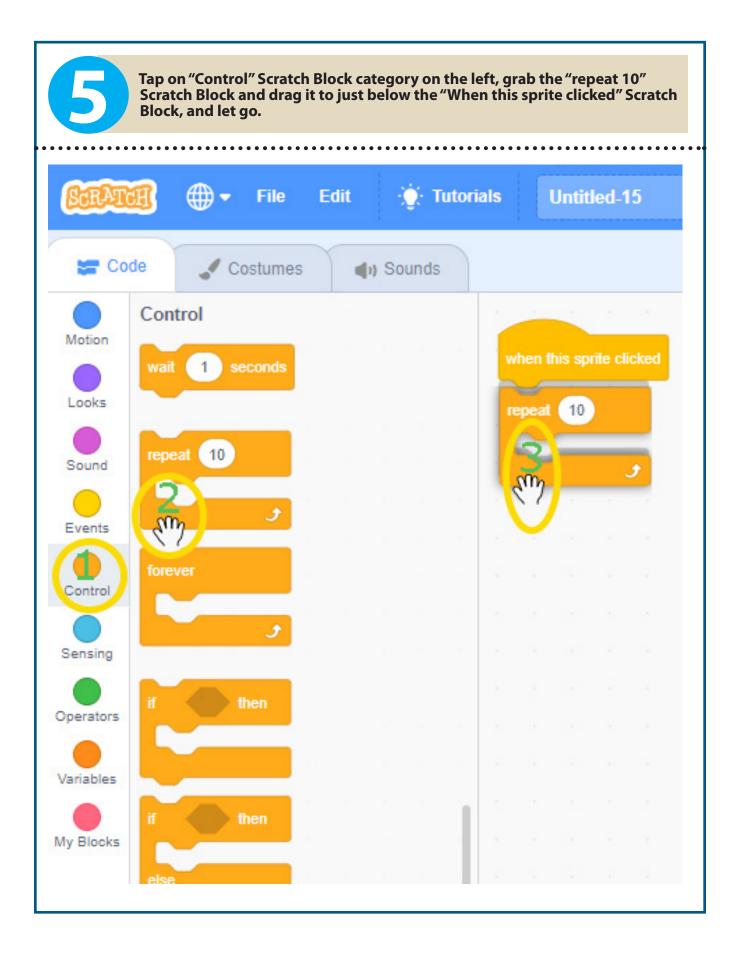


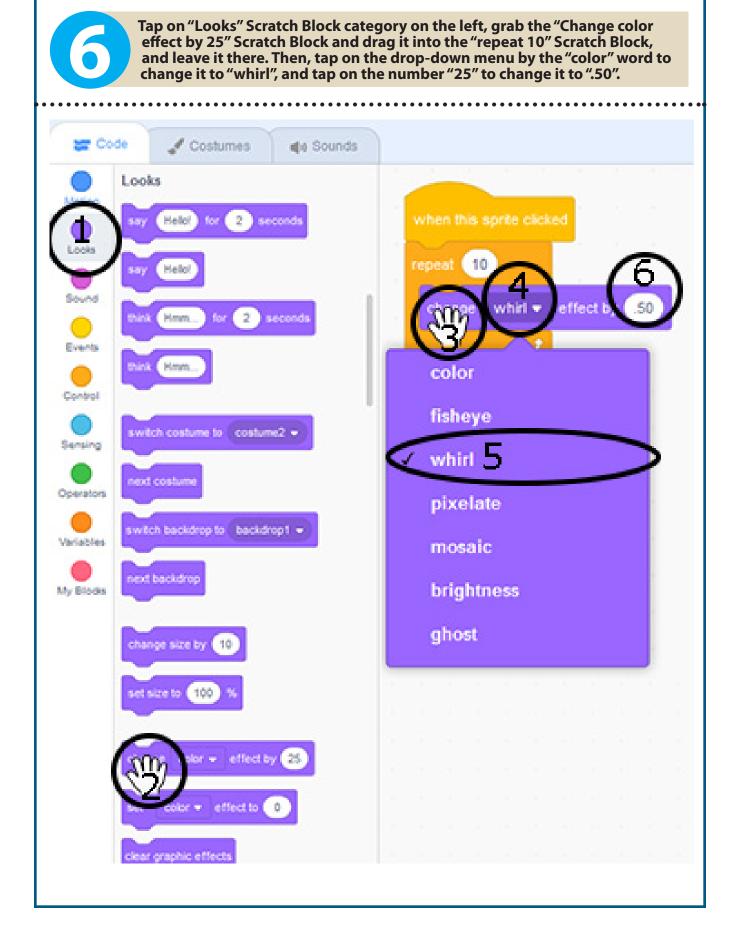


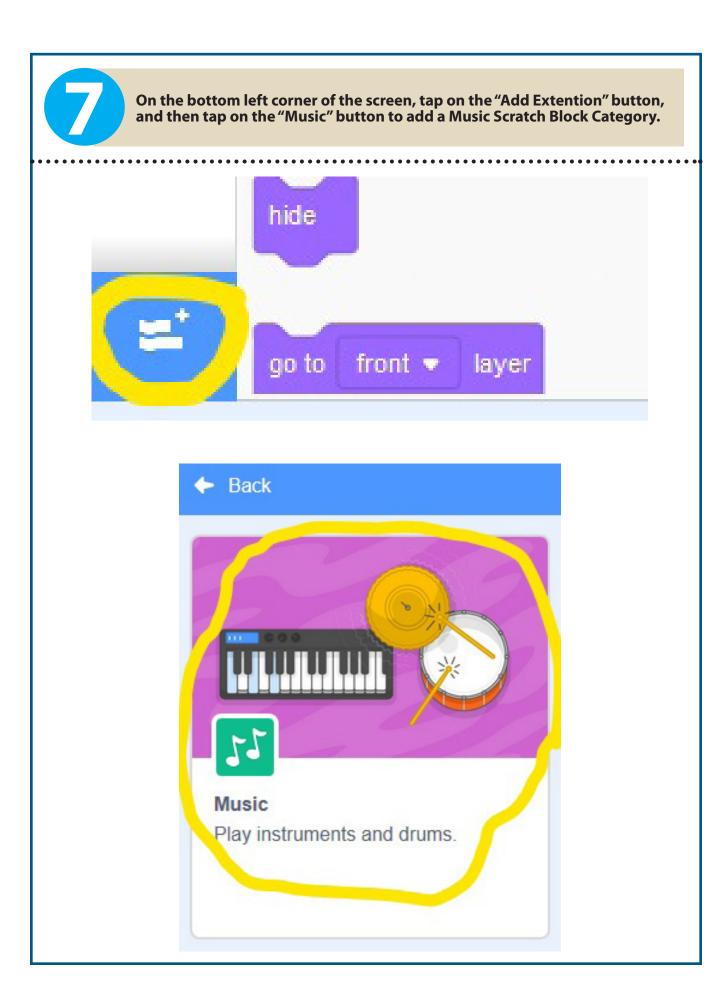


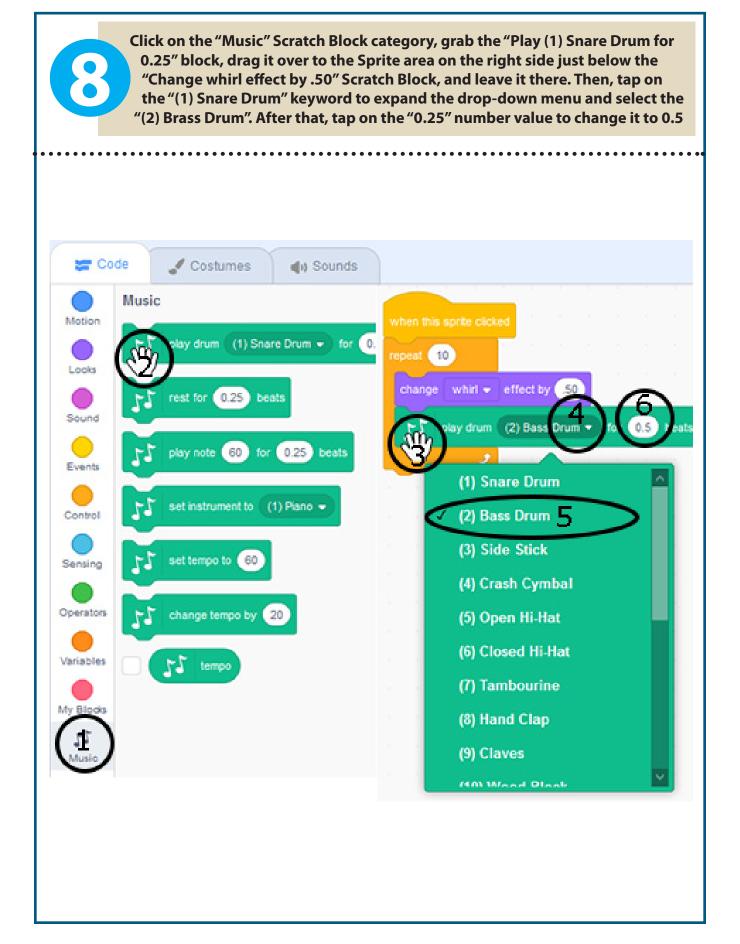
Tap on the Events Scratch Block Category, locate the "When this sprite is clicked" block, grab it and drag it over to the Sprite area on the right side, and leave it there.

Second When Space Rey pressed R

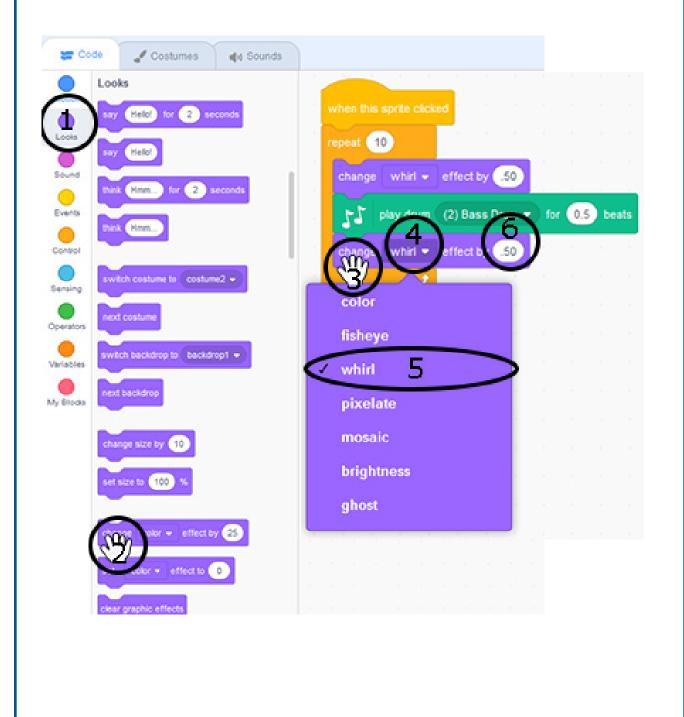




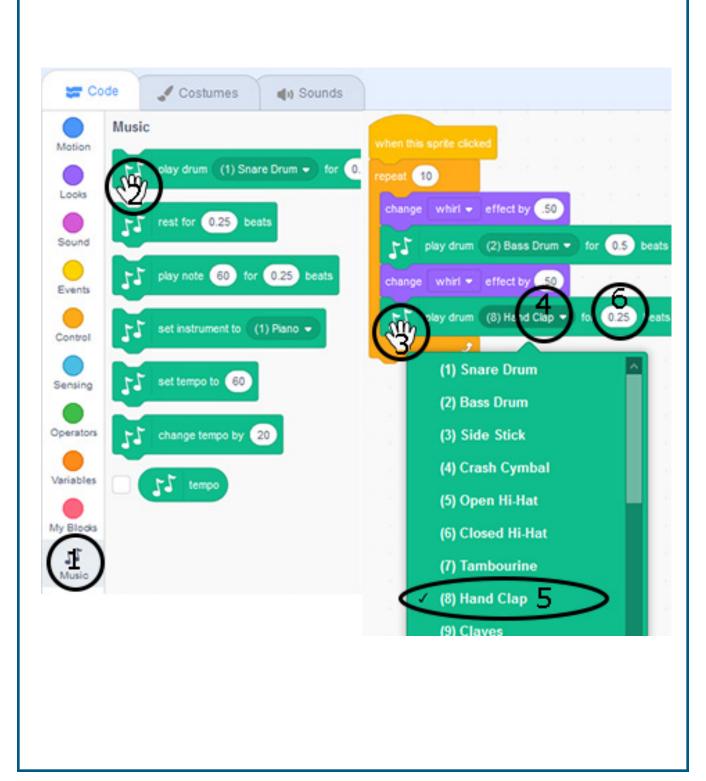




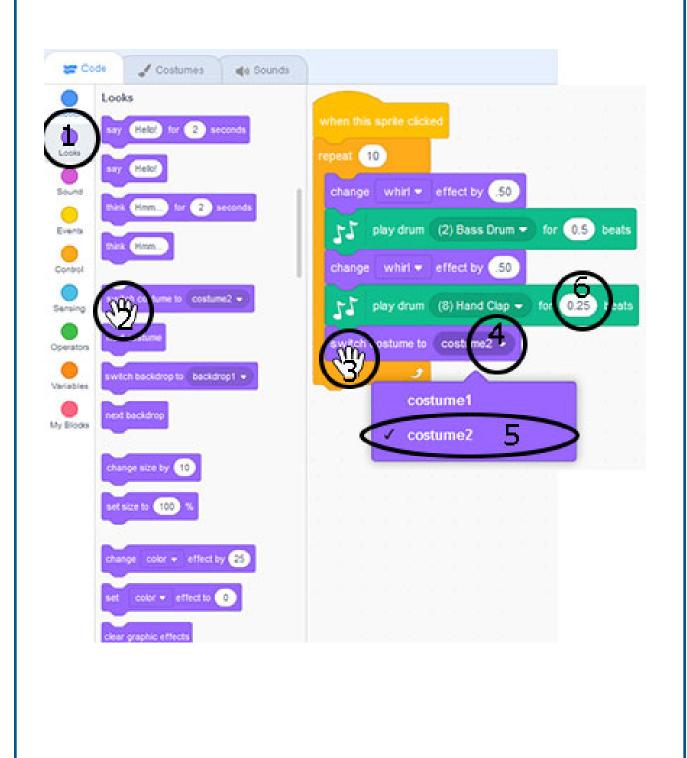
Tap on "Looks" Scratch Block category on the left, grab the "Change color effect by 25" Scratch Block and drag it into the "repeat 10" Scratch Block just below "play drum (2) Bass Drum for 0.5 beats", and leave it there. Then, tap on the drop-down menu by the "color" word to change it to "whirl", and tap on the number "25" to change it to ".50".



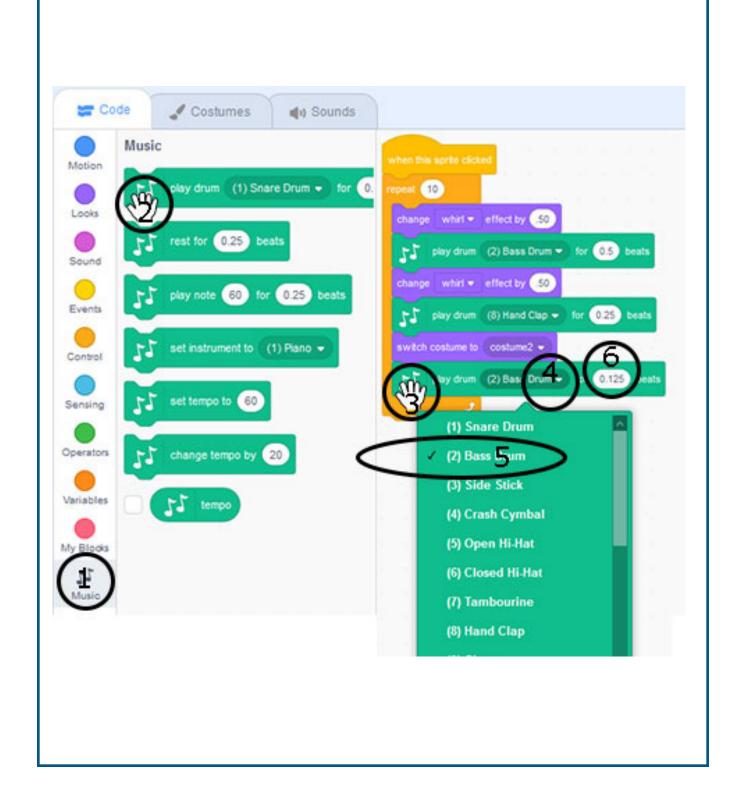
Click on the "Music" Scratch Block category, grab the "Play (1) Snare Drum for 0.25" block, drag it over to the Sprite area on the right side just below the "Change whirl effect by .50" Scratch Block, and leave it there. Then, tap on the "(1) Snare Drum" keyword to expand the drop-down menu and select the "(8) Hand Clap". After that, tap on the "0.25" number value to change it to 0.25.



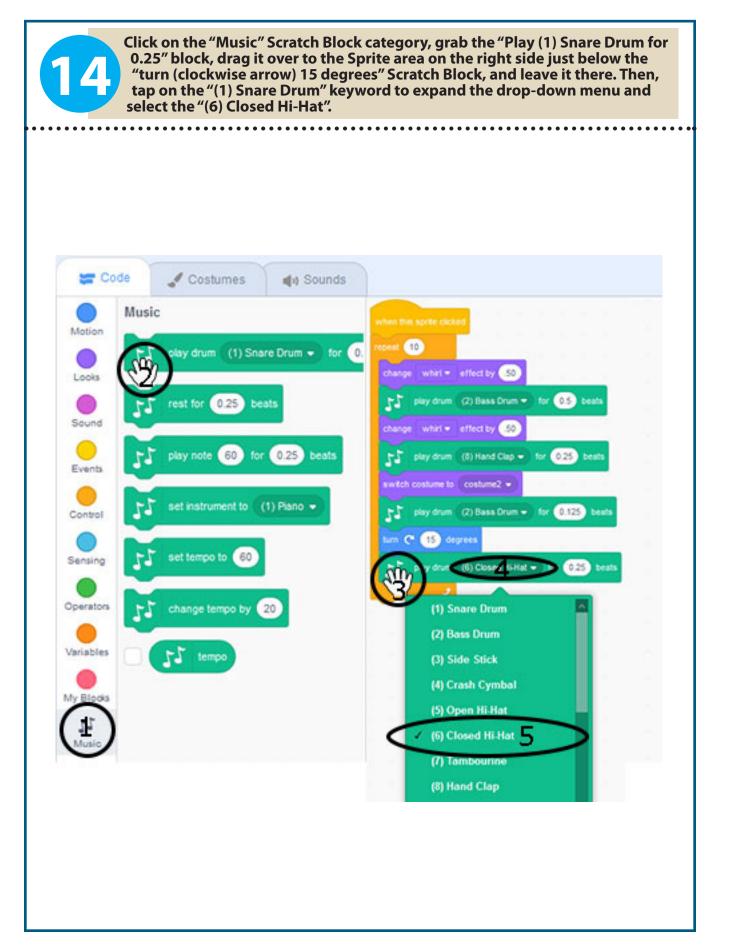
Tap on "Looks" Scratch Block category on the left, grab the "Switch costume to costume 2" Scratch Block and drag it over the to the Sprite area on the right just below "play drum (8) Hand Clap for .25 beats", and leave it there. Then, tap on the "costume1" word to change it to "costume2".

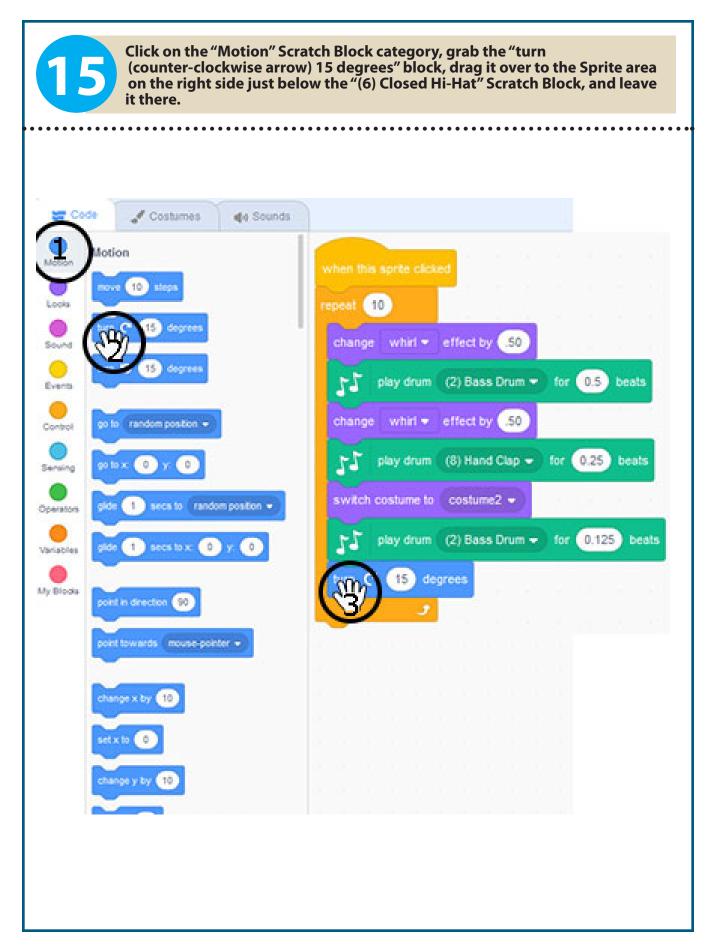


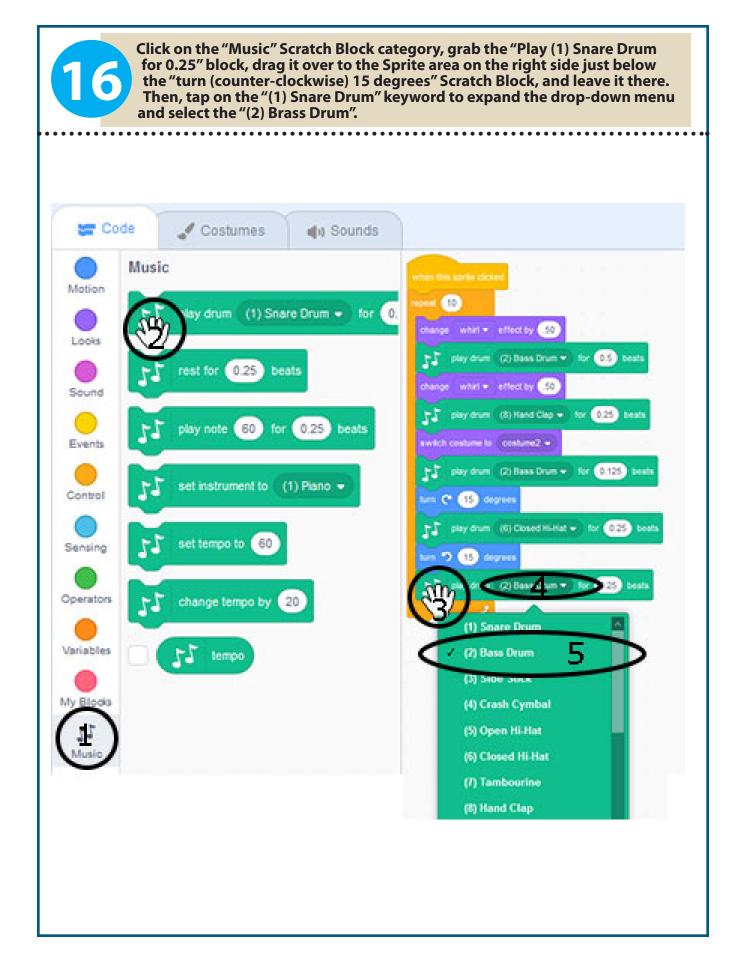
Click on the "Music" Scratch Block category, grab the "Play (1) Snare Drum for 0.25" block, drag it over to the Sprite area on the right side just below the "switch costume to costume 2" Scratch Block, and leave it there. Then, tap on the "(1) Snare Drum" keyword to expand the drop-down menu and select the "(2) Brass Drum". After that, tap on the "0.25" number value to change it to "0.125".

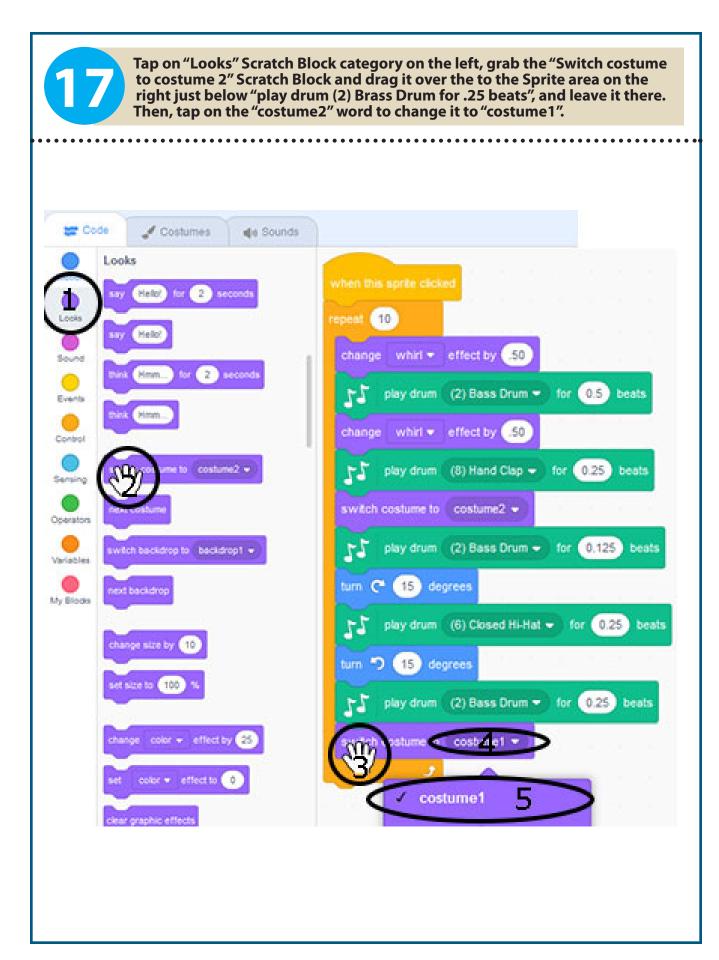


Click on the "Motion" Scratch Block category, grab the "turn (clockwise arrow) 15 degrees" block, drag it over to the Sprite area on the right side just below the "play drum (2) Bass Drum for 0.125 beats" Scratch Block, and leave it there. Costumes de Sounds repeat (10) change whirl - effect by .50 play drum (2) Bass Drum - for (0.5) beats change whirl ▼ effect by .50 go to random position . play drum (8) Hand Clap - for 0.25 beats go to x: 🔞 y: Sensing switch costume to costume2 -1 secs to random position • Operators play drum (2) Bass Drum - for 0.125 beats pide (1) secs to x: (0) y; (0) Variables My Blocks point in direction (90) point towards mouse-pointer -









Click on the "Music" Scratch Block category, grab the "Play (1) Snare Drum for 0.25" block, drag it over to the Sprite area on the right side just below the "switch costume to costume 1" Scratch Block, and leave it there. Then, tap on the "(1) Snare Drum" keyword to expand the drop-down menu and select the "(8) Hand Clap". After that, tap on the "0.25" number value to change it to 0.50. Code Costumes (b) Sounds Music Motion y drum (1) Snare Drum ▼ for (0. epeat 10 Looks change whirl * effect by .50 play drum (2) Bass Drum - for 0.5 beat Sound change whirl - effect by .50 Events. play drum (8) Hand Clap - for 0.25 beat set instrument to (1) Plano ▼ Control switch costume to costume2 set tempo to play drum (2) Bass Drum - for 0.125 Sensing turn (* 15) degree: Operators play drum (6) Closed Hi-Hat ♥ for 0.25 Variables turn ") (15) degrees play drum (2) Bass Drum - for switch costume to costume1 *