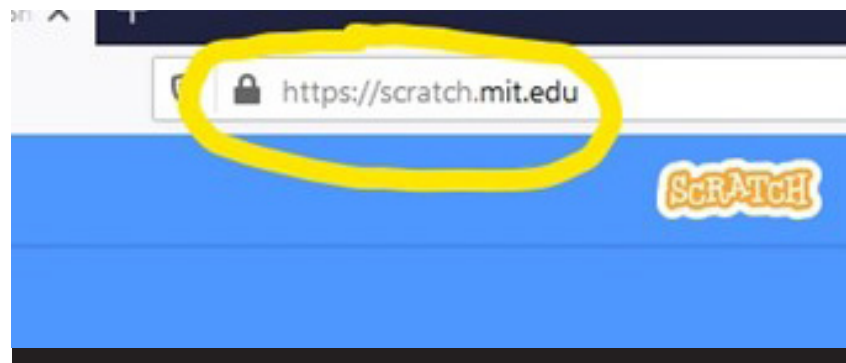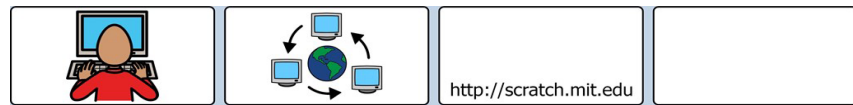# Unit 2
Session 2

Build-A-Band
Handout

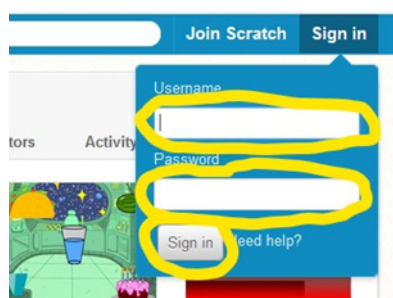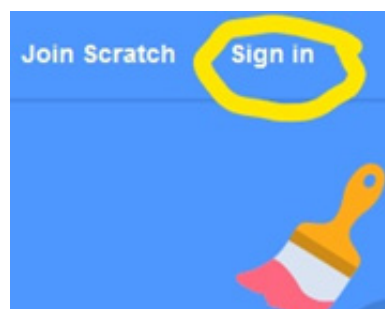# Build-A-Band

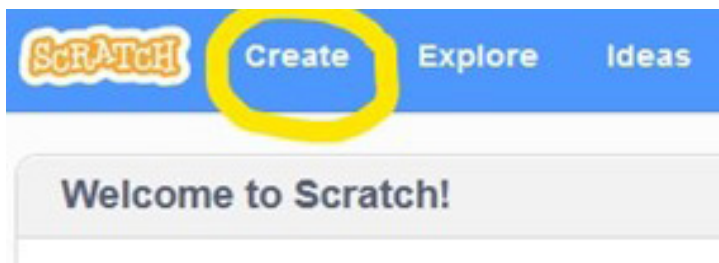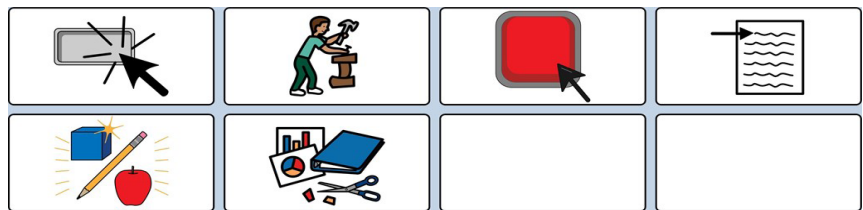## 1 Go to the Scratch at https://scratch.mit.edu/

https://scratch.mit.edu

2 Sign into your account.

Join Scratch Sign in
Join Scratch Sign in
Username
Password
Sign in Need help?

3 Click "create" button to start new project.

SCRATCH Create Explore Ideas

Welcome to Scratch!

4 Tap on "trash" icon on the top left corner of the "Cat" sprite/character to delete this sprite.

Sprite Sprite1 ↔ x 0
Show ⦿ ∅ Size 100 Direc
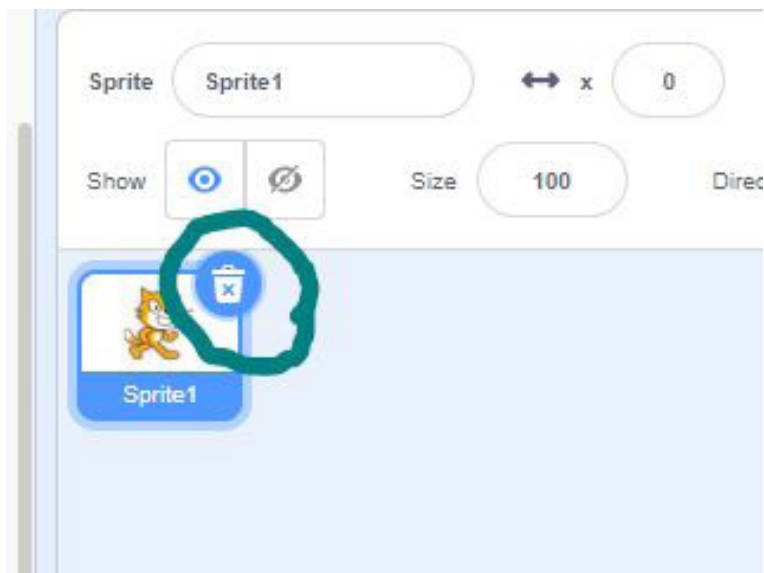
Sprite1

5 Tap on the "cat" icon on the bottom left corner of the Sprite panel to choose a new sprite.

| Sprite | Name | ↔ x | x | ↕ y | y |

Show ◉ ⊘   Size ⬭   Direction ⬭
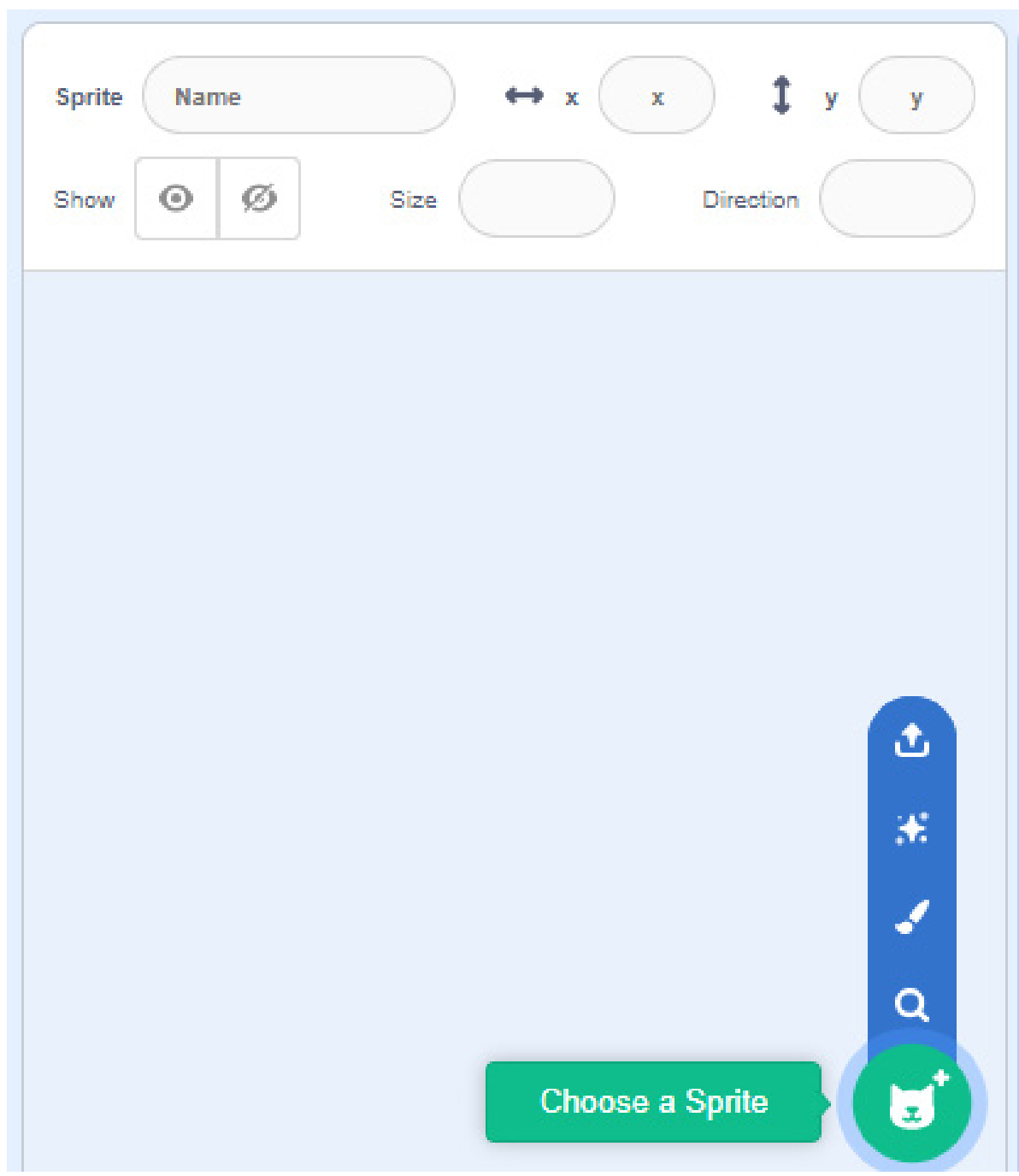
Choose a Sprite

6 Choose "Music" category to choose a sprite from.

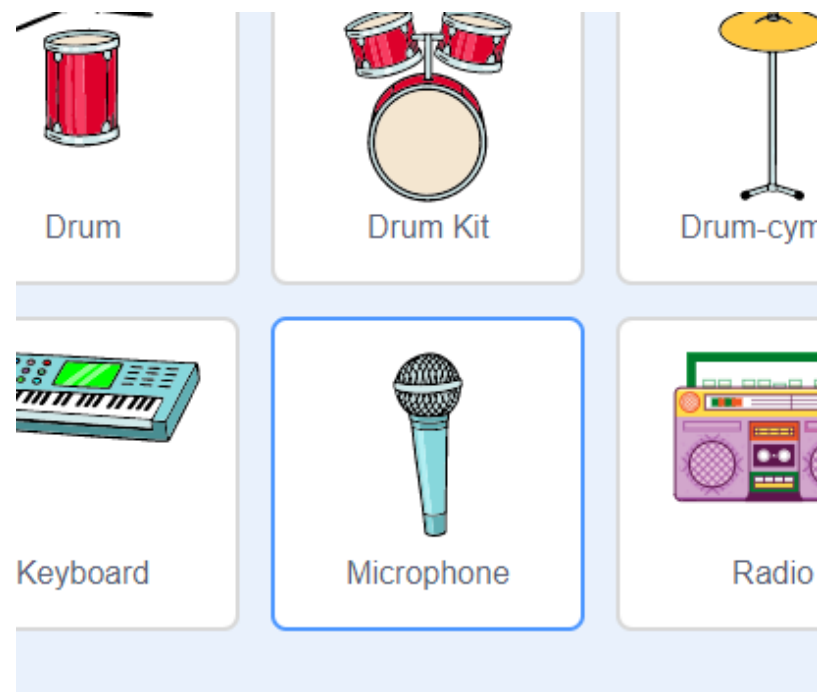All   Animals   People   Fantasy   Dance   **Music**   Sports
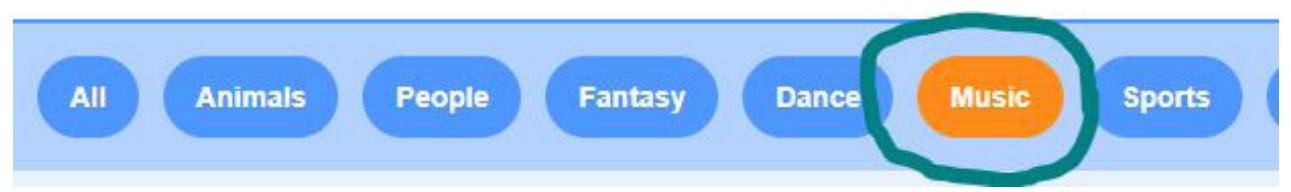
7 From the list of sprites presented in the Music category, choose the one you like to play.

orts   Food   Fashion   Letters

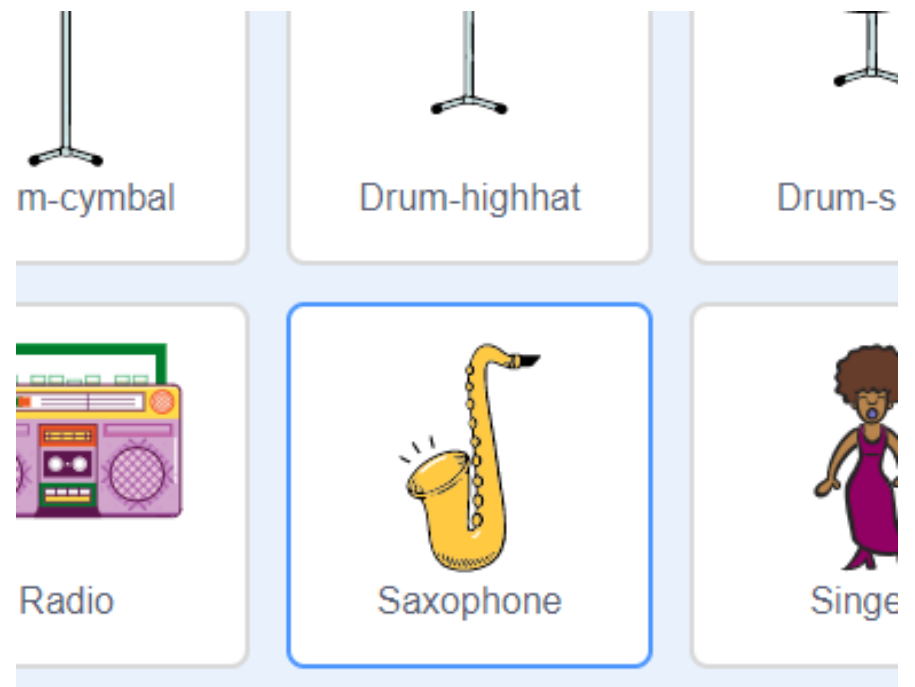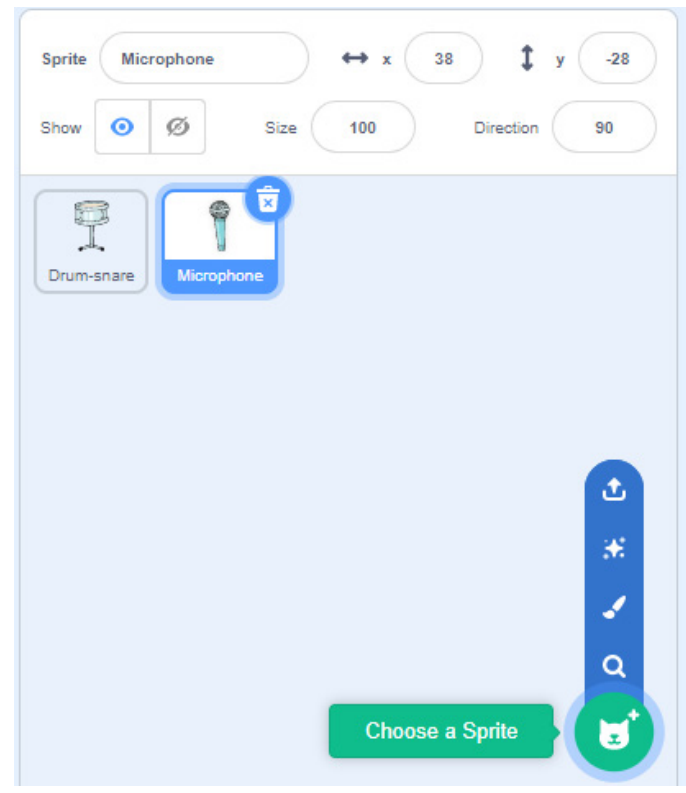m-highhat   Drum-snare   Drums Conga

8 Tap on the "cat" icon again to choose another sprite from the Music sprite category.
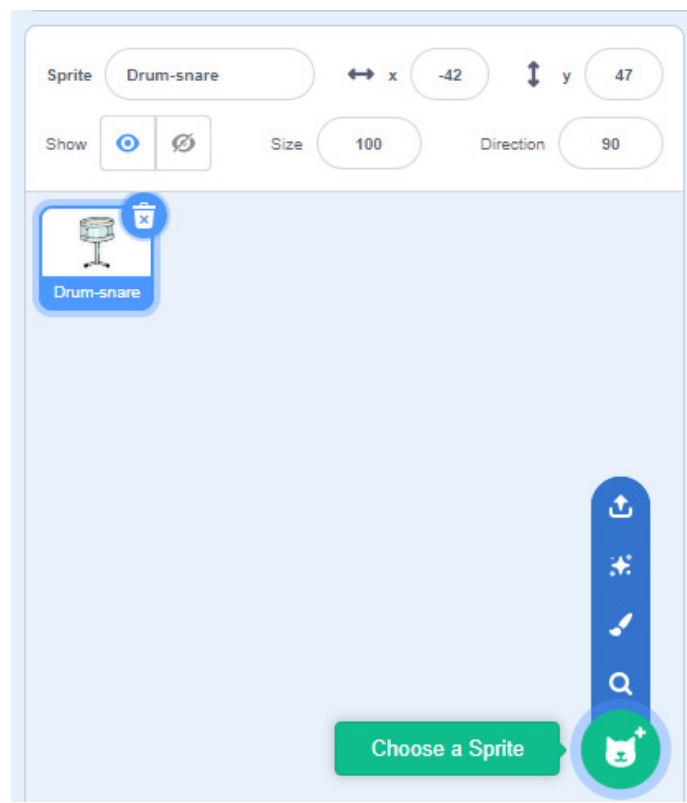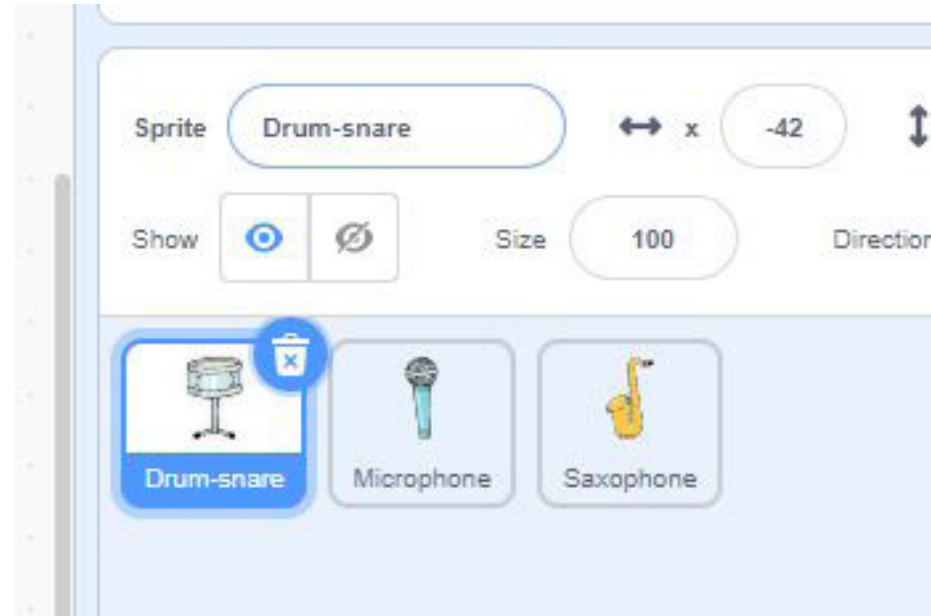

9 Tap on the "cat" icon again to choose another sprite from the Music sprite category.
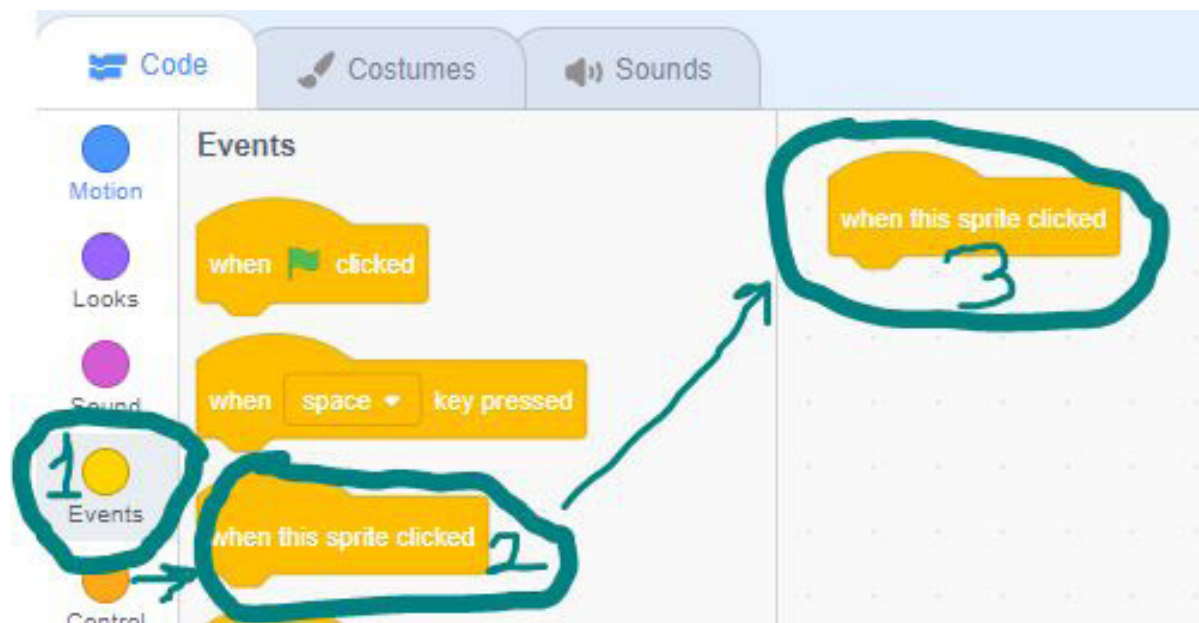
10 From the three sprites selected (Drum-snare, Microphone, and Saxophone), tap on "Drum-snare" to select this sprite for this musical instrument.

11 Tap on "Events" block category, grab "When this sprite clicked" block, and drag and drop it into the scripting area
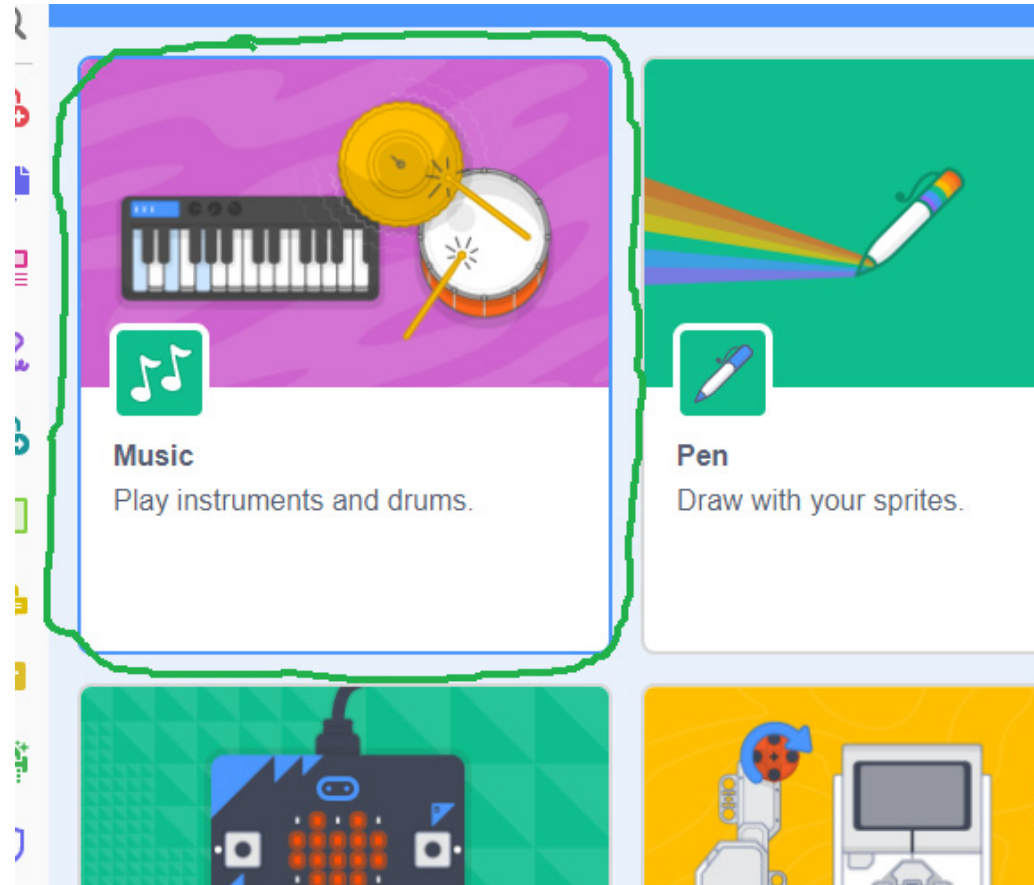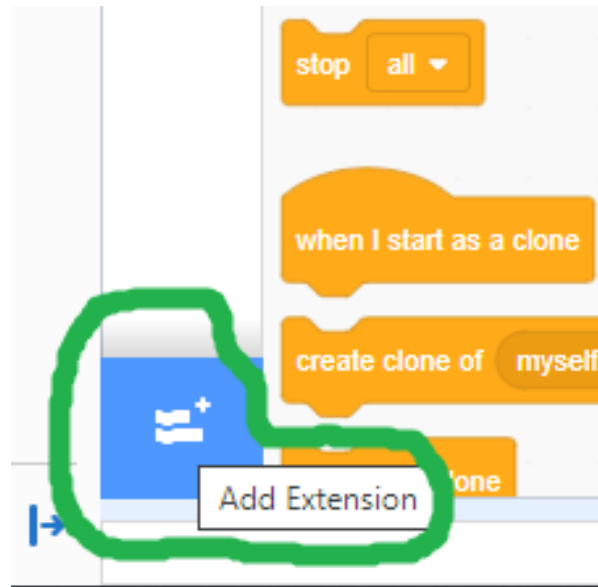

12 Tap on "Control" block category, grab "repeat 10" block, and drag and drop it under "when this sprite clicked" block.
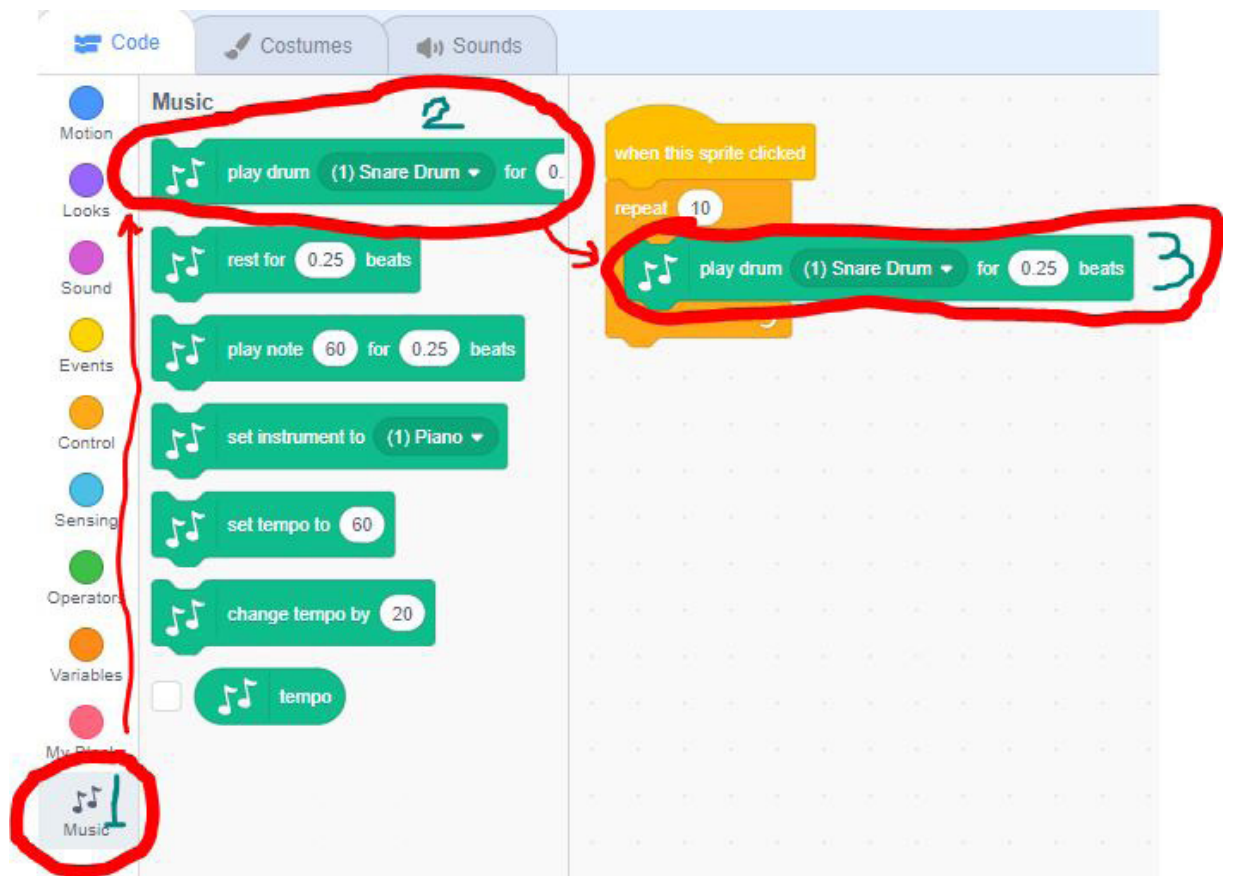
On the bottom-left corner of the screen, tap on the "Add Extensions" icon, and tap on "Music" extension at the beginning of the following screen.
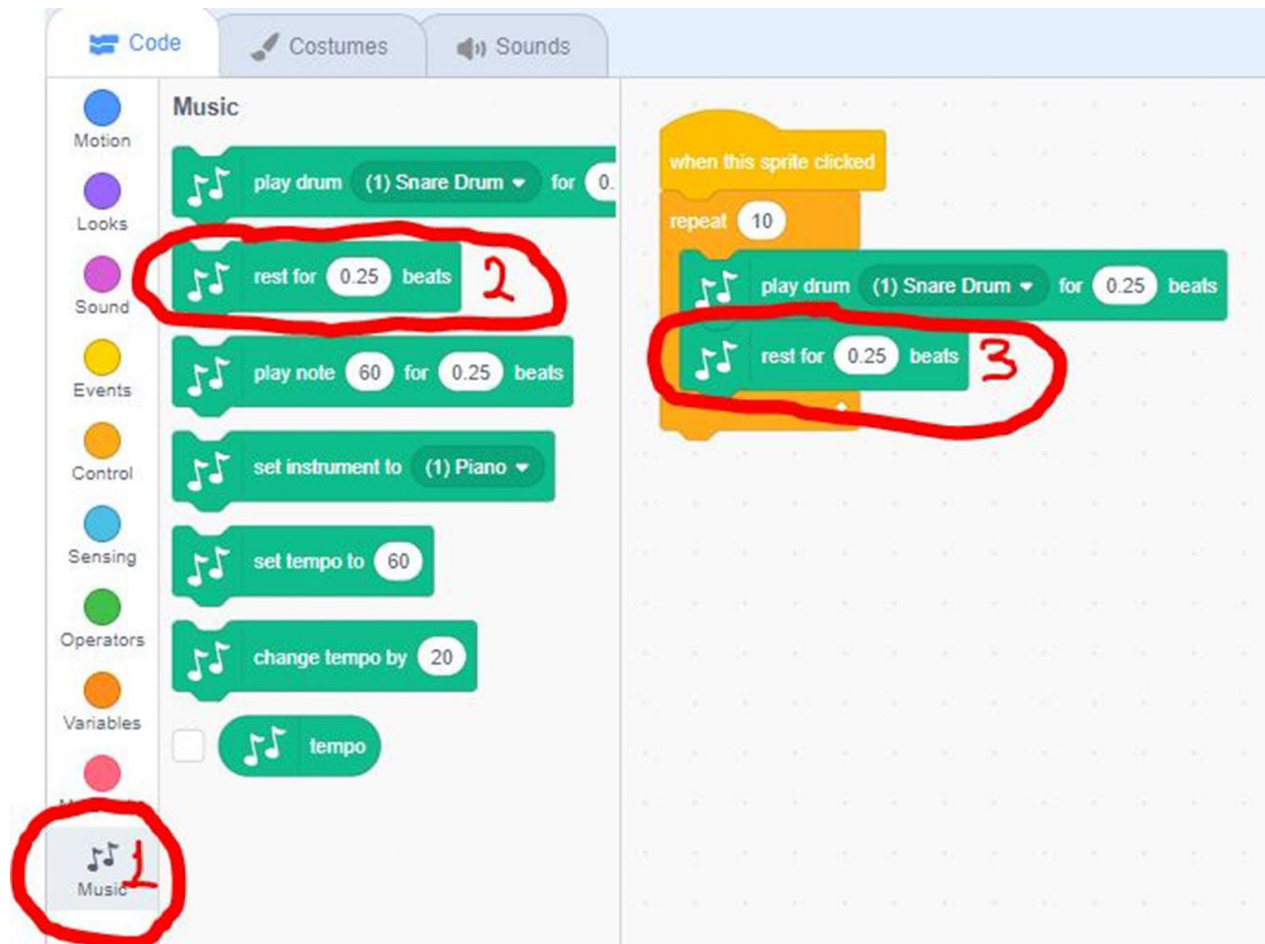
Tap on the new "Music" block category, grab "play drum (1) Snare Drum for 0.25 beats" and drop it within "repeat 10" blocks.
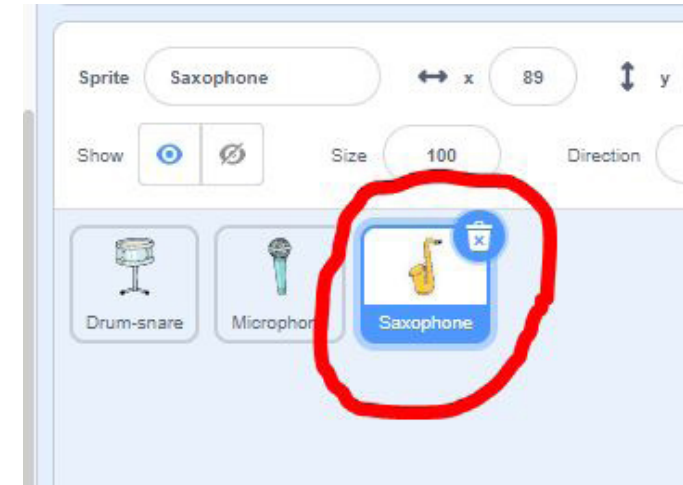
15 From "Music" block category, grab "rest for 0.25 beats" block, and drag and drop it under "play drum (1) Snare Drum for 0.25 beats".
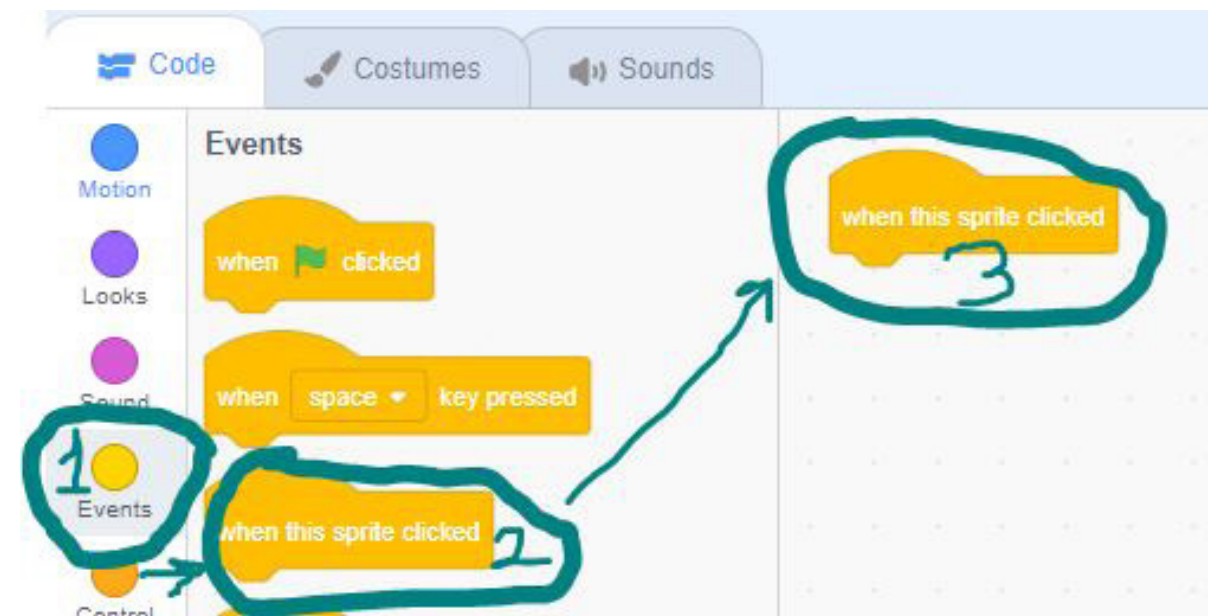

16 From the three sprites selected (Drum-snare, Microphone, and Saxophone), tap on "Saxophone" to select this sprite for this musical instrument.
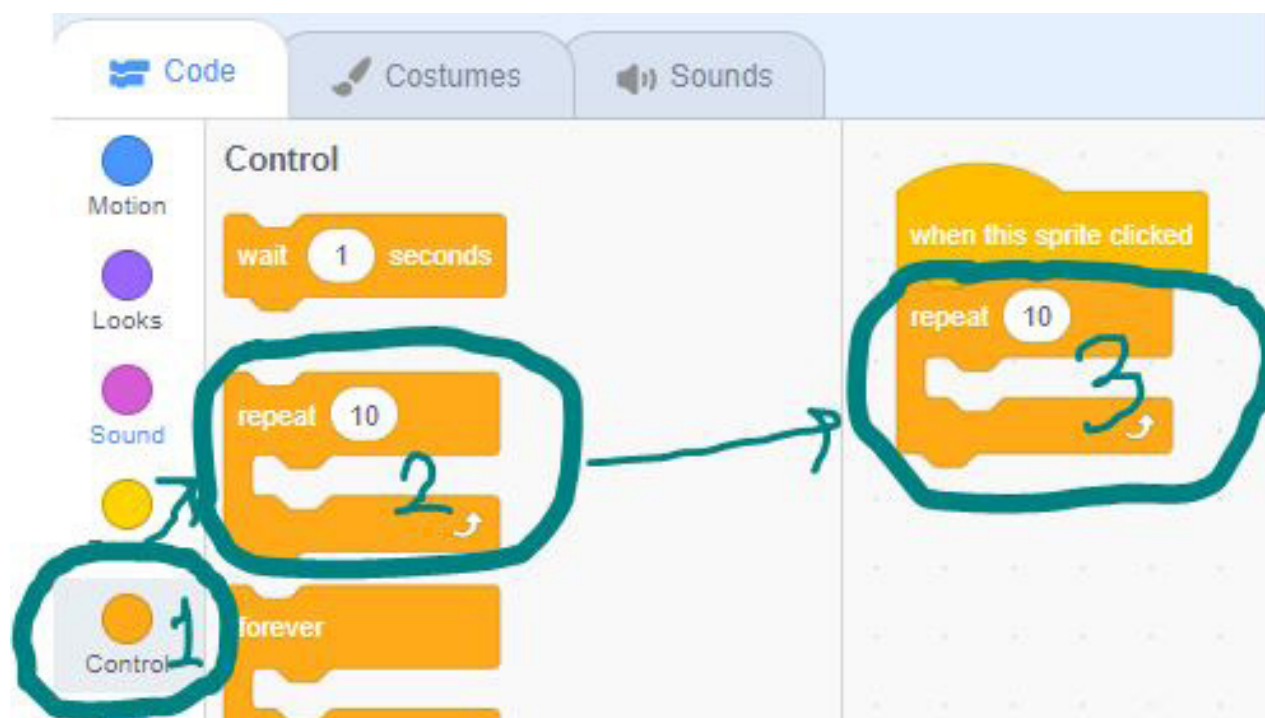

17 Tap on "Events" block category, grab "When this sprite clicked" block, and drag and drop it into the scripting area.
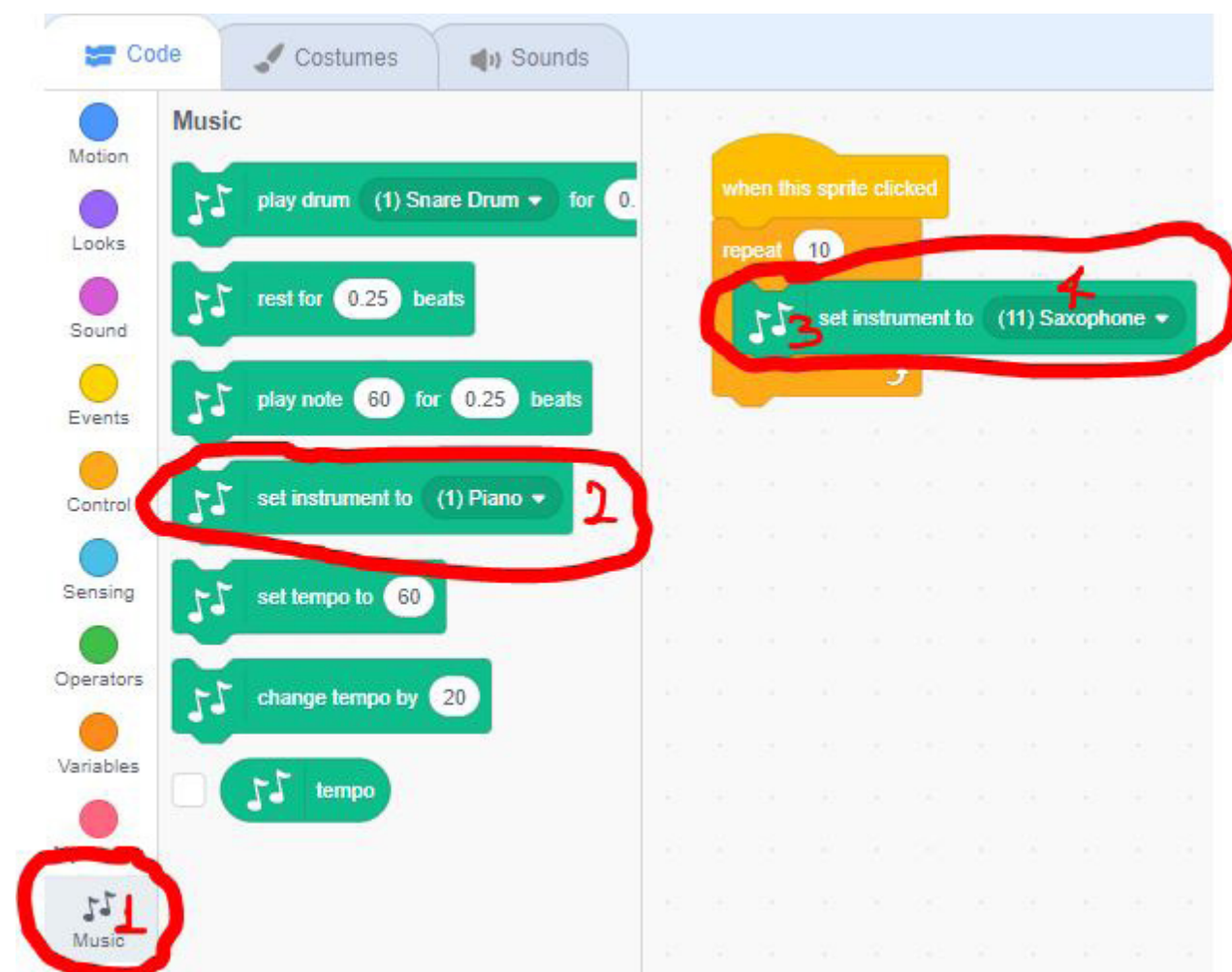
18 Tap on "Control" block category, grab "repeat 10" block, and drag and drop it under "when this sprite clicked" block.
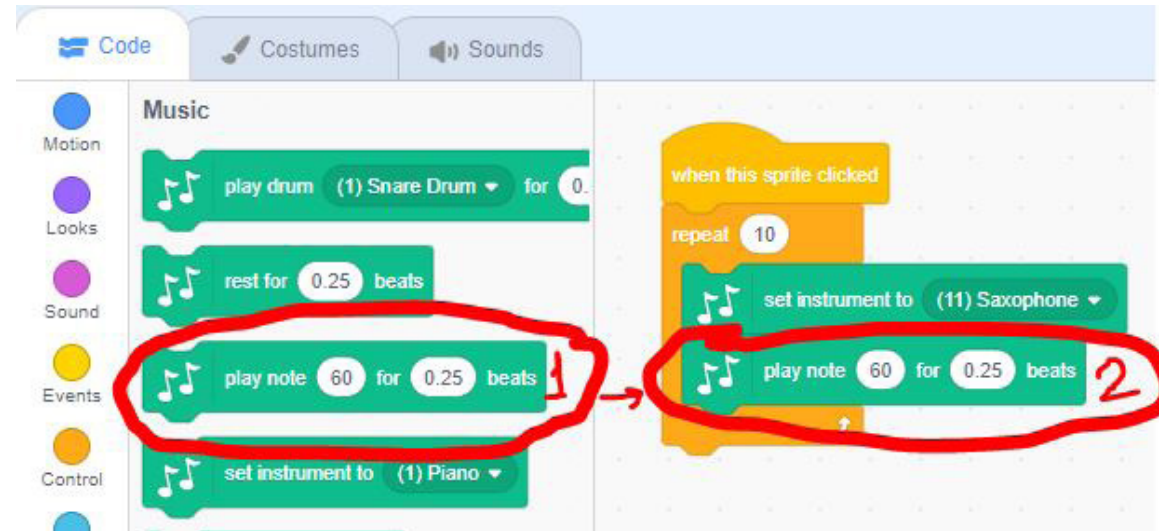

19 Tap on the new "Music" block category, grab "set instrumnet to (1) Piano" and tap on the drop-down menu for the instruments to change the instrument to "(11) Saxophone".
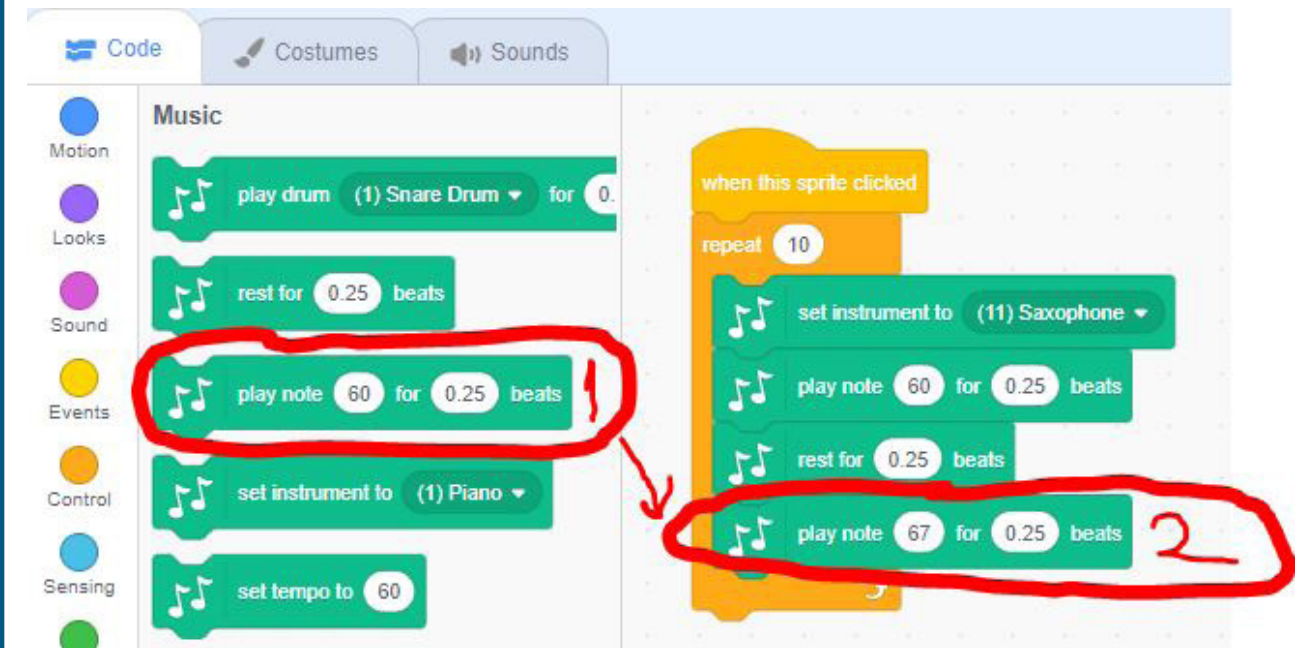
20 Grab "play note 60 for 0.25 beats" and drop it under "set instrument to (11) Saxophone"
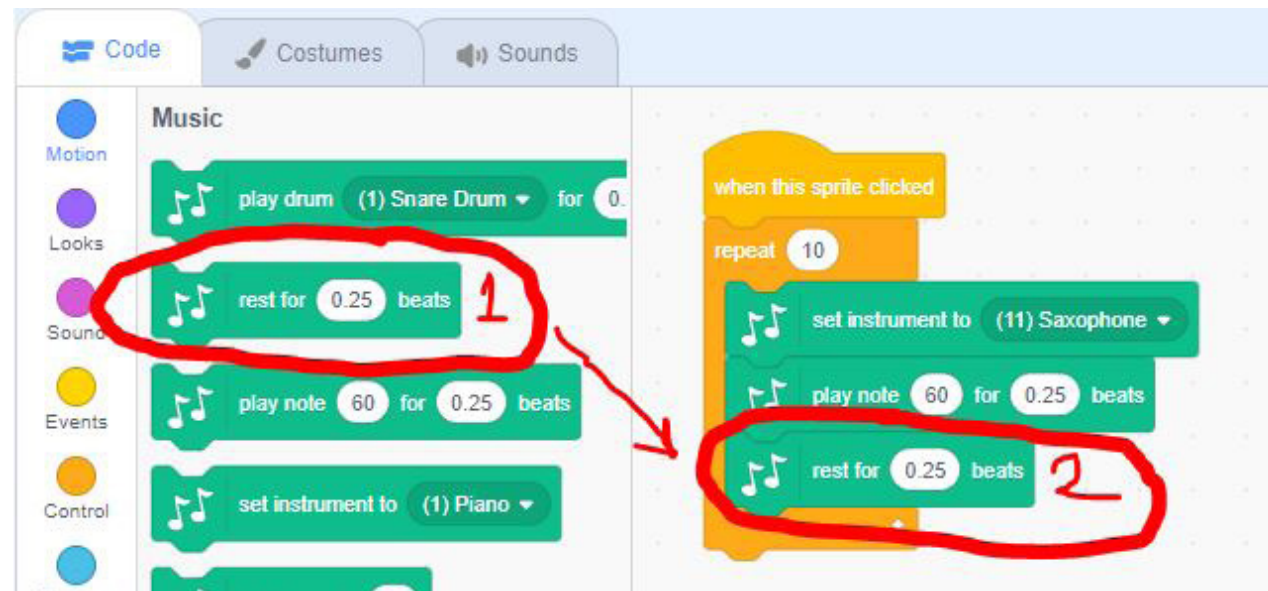

21 Grab "rest for 0.25 beats" and drop it under "play note 60 for 0.25 beats"

22 Grab "play note 60 for 0.25 beats" and drop it under "rest for 0.25 beats", and change the "60" value to "67" or to another note you like.
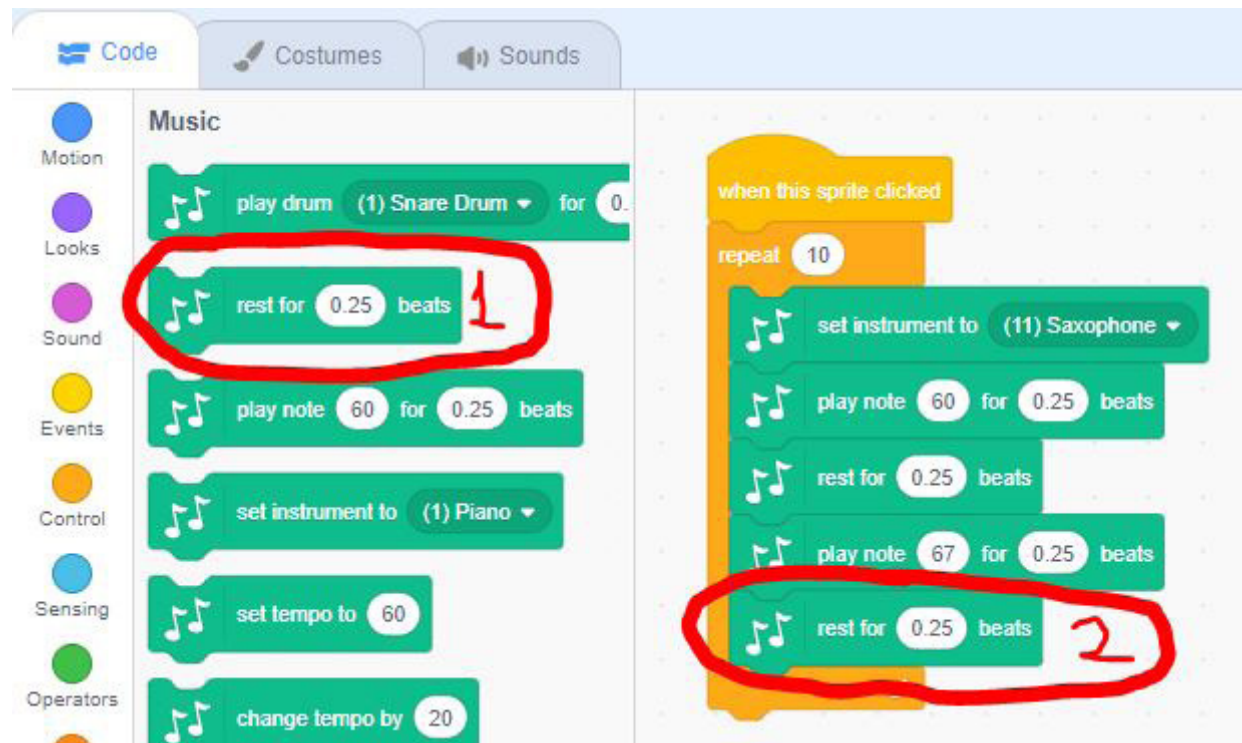
23 Grab "rest for 0.25 beats" and drop it under "play note 60 for 0.25 beats"

24 From the three sprites selected (Drum-snare, Microphone, and Saxophone), tap on "Microphone" to select this sprite for this musical instrument, and experiment with Scratch blocks to make Microphone interactive.