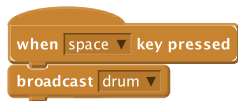


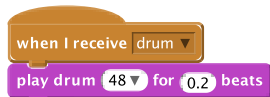


✓ Activity Checklist

- ☐ Import a new sprite and choose Things -> Drum. Name the sprite "Drum".
- ☐ We want the drum to make a sound when we click it or press the **space** key.



- ☐ Now we need to make a sound when it receives **drum**. You can change the number if you want to change the sound the drum makes.



- ☐ Try changing the appearance to make it obvious which instrument was played.

