





- 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.

```
when this sprite clicked
broadcast drum 
when space key pressed
broadcast drum
```

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.

```
when I receive drum v
play drum 48 v for 0.2 beats
```

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

```
when I receive drum v

play drum 48 v for 0.2 beats

set size to 110 %

wait 0.1 secs

set size to 100 %
```

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