

micro:bit | Sounds, Part 1

Connect the micro:bit to MicroBlocks.

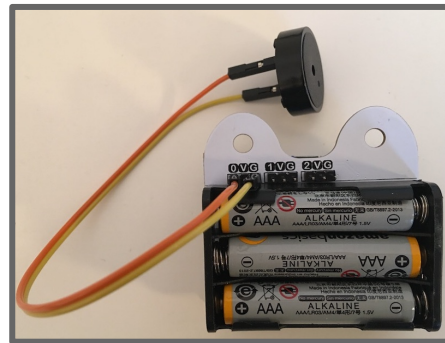
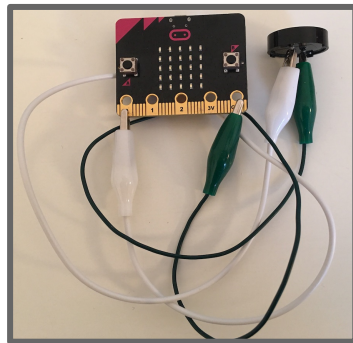
Add the Tone library:



Tone



Connect a piezo speaker to pin 0 using alligator clips or an extension board.



Click a *play note* block to play one note. Experiment with the note, octave, and duration to make different notes.

play note **C** **octave** **0** **during** **500** **ms**

Put *play note* blocks together to make tunes.

play note **C** **octave** **1** **during** **400** **ms**

play note **D** **octave** **1** **during** **400** **ms**

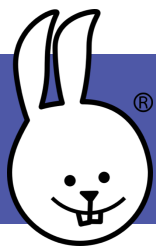
play note **E** **octave** **1** **during** **400** **ms**

play note **C** **octave** **1** **during** **400** **ms**

Select open and choose the music folder to see more examples of songs!

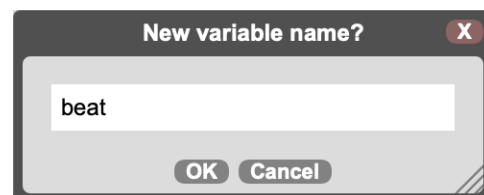


File
New
Open
Save



micro:bit | Sounds, Part 2

Using a variable for note durations lets you change the speed.
Click on the variables category to create a new variable.



Now you can customize the length of the note easily in the *play note* block. Use the *repeat* block for parts of the song that repeat.



What happens when you change the beat from 200 to 50?



Want to make a sound effect?
Try out this script!

