

Scratch Drum Kit

Register/login at <https://scratch.mit.edu>
Remember to write down your password.

*In this project we look at the **Video Sensing** extension.
We're going to make a **drum kit**, so you may need
headphones.*

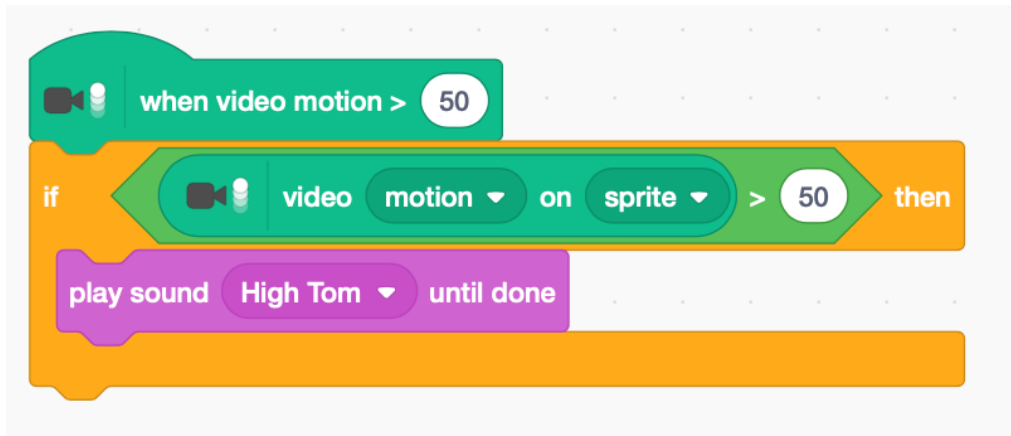
- 1) Click on the **Add Extension** button at the bottom left of the screen.
- 2) Select the **Video Sensing** extension. You may need to give Scratch permission to use the camera. New Video Sensing code blocks appear below the other code blocks.
- 3) Choose a sprite from '**Music**'. Select a **drum** (percussion instrument).
- 4) Look at the sounds for this sprite. Click on the Sounds tab and play them by pressing the play button. Choose your favourite.



Video Sensing
Sense motion with the camera.



*The camera will detect movement around a sprite, so
you can play an instrument by virtually 'touching' it.*



- 5) Select the code tab and look at the new Video Sensing code blocks. Add **When video motion** to run your code whenever something moves on camera.
- 6) If the movement is on this sprite then play. Add an **if** block then add a **greater than '>'** test. Choose a high movement level (like 50) to make it more selective.
- 7) Add the new **video motion on sprite** sensor to the lefthand side of the '>'.
8) Inside the **if** block, **play** your favourite instrument sound.

Move the drum to one side of the screen and play!

*Add another drum with a different sound. You can copy the code from the first drum using the **backpack** (click on the backpack to open it, then drag code into and out of it).*

*Remember to **Save** your code with a good name.*

File > Save now