# Scratch logo and symbol, meaning, history, PNG

**Drum Kit**

Register/login at <https://scratch.mit.edu>

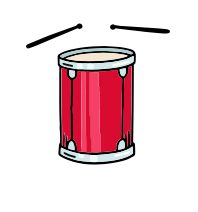
Remember to write down your password.

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

Icon

Description automatically generated

1. Click on the **Add Extension** button at the bottom left of the screen.
2. **A picture containing icon

   Description automatically generated**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. Type “drum” into the search box and choose a suitable 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.

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

1. Graphical user interface

   Description automatically generatedSelect 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.
2. **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.
3. Add the new “**video motion on sprite**” sensor to the lefthand side of the ‘<’.
4. 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***