{codeclub world.org}
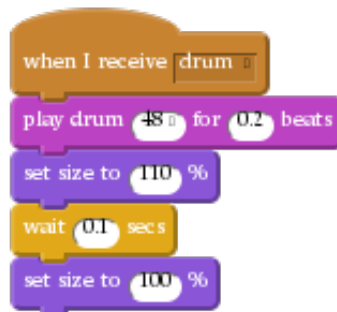
Scratch Card - Drum

✅ 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.

```
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
play drum 48 for 0.2 beats
```

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

```
when I receive drum
play drum 48 for 0.2 beats
set size to 110 %
wait 0.1 secs
set size to 100 %
```