



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 very key pressed
```

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 1 play drum (481) for (0.2) beats
```

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

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

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