

CodeClub activity checklist 11/05/2015

REMEMBER TO SAVE
YOUR PROJECT IN
YOUR HOME FOLDER!

In this project you'll learn how to code your own musical instruments!

Preparation

1. Take your laptop
2. Log in
3. Check the battery. If remaining time is lower than 1 hour, change laptop.
4. Start Scratch (go to Computer->Student Share folder->Code Club and double click on the link to Scratch website)

Rock Band

Step 1: Coding a drum

1. Start a new Scratch project, and delete the cat sprite so that your project is empty.
2. Add a drum sprite to your blank project, as well as adding a suitable backdrop image to the stage.
3. Let's program the drum to play a sound **when it's clicked**.

play drum 1 for 0.25 beats

4. You can also change how the drum looks when it's clicked, by creating a new costume. Right-click on the costume and click 'duplicate' to create a copy of the costume.
5. Now that you have 2 different costumes for your drum, you can choose which costume is displayed!

switch costume to drum2

Step 2: Coding a Singer

1. Add another 2 sprites to your stage; a singer and a microphone.
2. Before you can make your singer sing, you need to add a sound to your sprite. Make sure that you have selected your singer, then click the 'Sounds' tab, and click 'Choose sound from library'.
3. Create a script to make your singer sing when clicked.
4. You can also change the costume of your singer, to make it look like she is singing.

Step 3: Coding a cymbal

1. To draw your own cymbal sprite, click on the 'Paint new sprite' icon.
2. Create also a 'hit' version of your cymbal.
3. Use the icons on top to shrink or grow your sprite
4. Add in a sound to the cymbal sprite. Click 'Choose sound from library', and then click 'Percussion' and choose the 'cymbal crash' sound.
5. Add code to the cymbal, so that it **makes a sound** and **changes costume when clicked**.

Step 4: Backing music

1. Click on the stage, and then click the 'Sounds' tab and then 'Choose sound from library' to add some music to the stage. The music is in the 'Music Loops' section.