

Make a Card



1. Fold the card in half

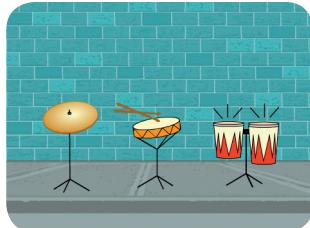


2. Glue the backs together



3. Cut along the dashed line

Make Music Cards



Choose instruments, add sounds, and press keys to play music.

Make Music Cards

Try these cards in any order:

- Play a Drum
- Make a Rhythm
- Animate a Drum
- Make a Melody
- Play a Chord
- Surprise Song
- Beatbox Sounds
- Record Sounds
- Play a Song

Make a Card



1. Fold the card in half



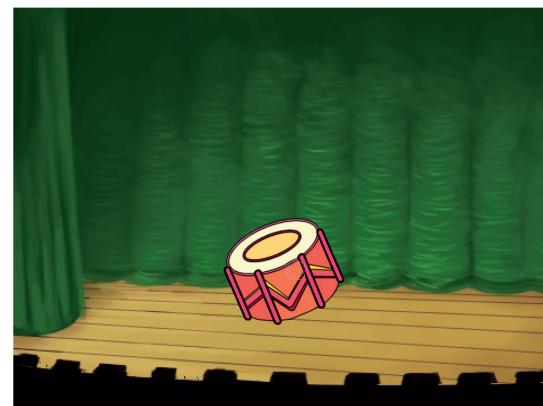
2. Glue the backs together



3. Cut along the dashed line

Play a Drum

Press a key to make a drum sound.



Make Music

1

SCRATCH

Play a Drum

scratch.mit.edu/music

GET READY

New backdrop:



Choose a backdrop.



Choose a drum from the Music theme.

New sprite:



ADD THIS CODE

when space key pressed

play sound low tom

Select the sound you want from the menu.

TRY IT

Press the **space** key to start.

Make a Card



1. Fold the card in half



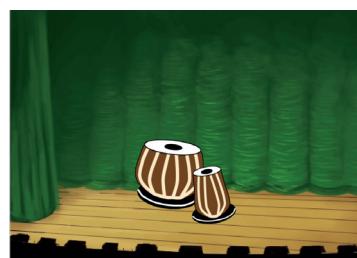
2. Glue the backs together



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Make a Rhythm

Play a sequence of drum sounds.



Make Music

2

SCRATCH

Make a Rhythm

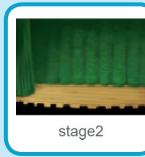
scratch.mit.edu/music

GET READY

New backdrop:



Choose a backdrop.



stage2

Choose a drum from the Music theme.



Drum-Tabla

ADD THIS CODE

```
when space key pressed
repeat (3)
  play sound [hi na tabla v]
  wait (0.25) secs
  play sound [hi tun tabla v]
  wait (0.25) secs
```

Type how many times you want to repeat.

Try different numbers to change the rhythm.

TRY IT

Press the **space** key to start.

Make a Card



1. Fold the card in half



2. Glue the backs together



3. Cut along the dashed line

Animate a Drum

Switch between costumes to animate.



Make Music

3

SCRATCH

Animate a Drum

scratch.mit.edu/music

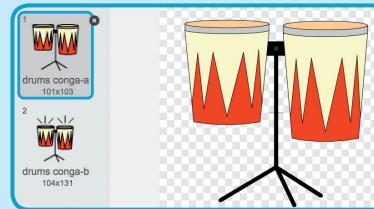
GET READY

Choose a drum from the Music theme.

New sprite: 🎵 / 🎶 / 📸



Click the Costumes tab to see the costumes.



You can use the paint tools to change colors.

ADD THIS CODE

Click the Scripts tab.

```
when [left arrow] key pressed
repeat (4)
  play sound [high conga v]
  next costume
  wait [0.25] secs
  play sound [low conga v]
  next costume
  wait [0.25] secs
end
```

TRY IT

Press the left arrow key to start.

Make a Card



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Make a Melody

Play a series of notes.



Make Music

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SCRATCH

Make a Melody

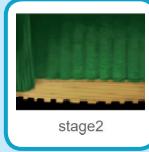
scratch.mit.edu/music

GET READY

New backdrop:



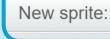
Choose a backdrop.



stage2

Choose an instrument from the Music theme.

New sprite:



Saxophone

ADD THIS CODE

```
when up arrow key pressed
  play sound [C2 sax v]
  wait [0.25 secs]
  play sound [G sax v]
  wait [0.25 secs]
  play sound [E sax v]
```

Choose up arrow (or another key).

```
play sound [C2 sax v]
wait [0.25 secs]
play sound [G sax v]
wait [0.25 secs]
play sound [E sax v]
```

Choose different sounds.

TRY IT

Press the up arrow key to start.

Make a Card



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3. Cut along the dashed line

Play a Chord

Play more than one sound at a time to make a chord.



Make Music

5

SCRATCH

Play a Chord

scratch.mit.edu/music

GET READY

New backdrop:



Choose a backdrop.

New sprite:



Choose an instrument from the Music theme.

New sprite:



Trumpet

ADD THIS CODE

```
when [down arrow v] key pressed
  play sound [F trumpet v]
  play sound [A trumpet v]
  play sound [C2 trumpet v]
```

Choose down arrow (or another key).

Choose different sounds.

TIP

Use the **play sound** block to make sounds play at the same time.

Use **play sound until done** to play sounds one after another.

Make a Card



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Surprise Song

Play a random sound from a list of sounds.



Make Music

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SCRATCH

Surprise Song

scratch.mit.edu/music

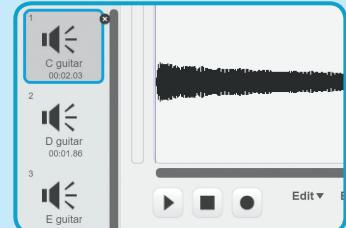
GET READY

Choose an instrument from the Music theme.

New sprite:



Click the **Sounds** tab to see all the sounds of your instrument.



ADD THIS CODE

Click the **Scripts** tab.

Choose right arrow.

Insert a pick random block.

Type the number of sounds in your instrument.

TRY IT

Press the **right arrow** key to start.

Make a Card



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Beatbox Sounds

Play a series of vocal sounds.



Make Music

7

SCRATCH

Beatbox Sounds

scratch.mit.edu/music

GET READY

Choose the Microphone.

New sprite: / /



Click the **Sounds** tab to see all the beatbox sounds.



ADD THIS CODE

Click the **Scripts** tab.

```
when [b] key pressed
repeat (4)
  play sound [bass beatbox v]
  wait (0.25) secs
  play sound [pick random 1 to 10 v]
  wait (0.25) secs
end
```

Choose **b** (or another key).

Insert a **pick random 1 to 10** block.

TRY IT

Press the **B** key to start.

Make a Card



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Record Sounds

Make your own sounds to play.



Make Music

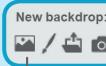
8

SCRATCH

Record Sounds

scratch.mit.edu/music

GET READY



Choose a backdrop.



beach malibu

Choose any sprite you want.



New sprite:



Beachball

Click the **Sounds** tab.



Click this icon. (You'll need a microphone.)



Click to record a short sound, like "boing" or "bop."

ADD THIS CODE

Click the **Scripts** tab.



Choose c (or another key).

TRY IT

Press the C key to start.

Make a Card



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Play a Song

Add a music loop as background music.



Make Music

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SCRATCH

Play a Song

scratch.mit.edu/music

GET READY

Choose a sprite,
like Speaker.

New sprite:



Speaker

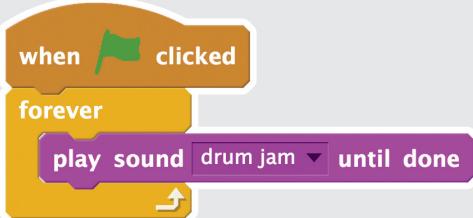
Click the **Sounds** tab.



Select a sound from the
Music Loops category.

ADD THIS CODE

Click the **Scripts** tab.



TIP

Make sure to use **play sound [drum jam v] until done** (not **play sound [drum jam v]**)
or else the music will interrupt itself.