

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

Play a Drum

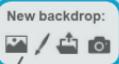
Press a key to make a drum sound.



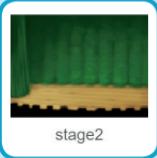
Play a Drum

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GET READY



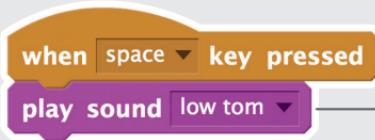
Choose a backdrop.



Choose a drum from the Music theme.



ADD THIS CODE



Select the sound you want from the menu.

TRY IT

Press the **space** key to start.

Make a Rhythm

Play a sequence of drum sounds.

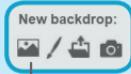


Make a Rhythm

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GET READY

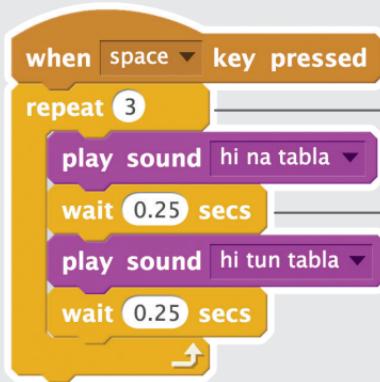
Choose a backdrop.



Choose a drum from the Music theme.



ADD THIS CODE



Type how many times you want to repeat.

Try different numbers to change the rhythm.

TRY IT

Press the **space** key to start.

Animate a Drum

Switch between costumes to animate.



Animate a Drum

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GET READY

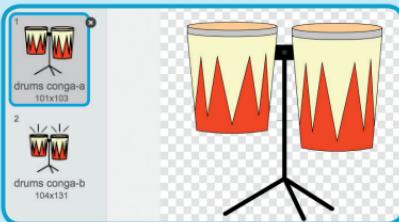
Choose a drum from the Music theme.

New sprite:



Drum-Conga

Click the Costumes tab to see the costumes.



You can use the paint tools to change colors.

ADD THIS CODE

Click the Scripts tab.



TRY IT

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

Make a Melody

Play a series of notes.

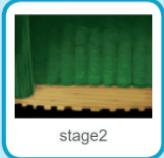
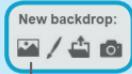


Make a Melody

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GET READY

Choose a backdrop.



Choose an instrument from the Music theme.



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).

Choose different sounds.

TRY IT

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

Play a Chord

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



Play a Chord

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GET READY

New backdrop:



Choose a backdrop.



spotlight-stage2

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.

Surprise Song

Play a random sound from a list of sounds.



Surprise Song

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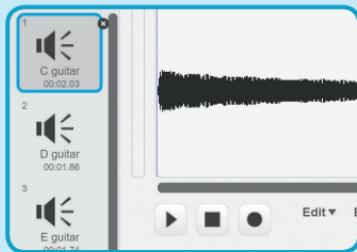
GET READY

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.

Beatbox Sounds

Play a series of vocal sounds.



Beatbox Sounds

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GET READY

Choose the Microphone.

New sprite: /



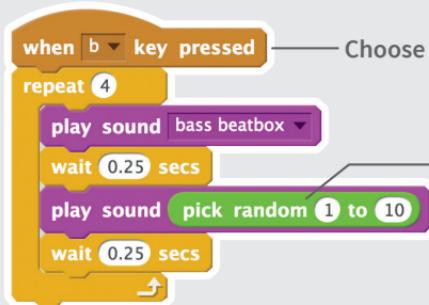
Microphone

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



ADD THIS CODE

Click the **Scripts** tab.



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

TRY IT

Press the **B** key to start.

Record Sounds

Make your own sounds to play.

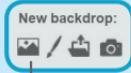


Record Sounds

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GET READY

Choose a backdrop.



Choose any sprite you want.



Click the **Sounds** tab.

New sound:



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.

when [c key pressed]
play sound [recording1 v]

Choose c
(or another key).

TRY IT

Press the C key to start.

Play a Song

Add a music loop as background music.



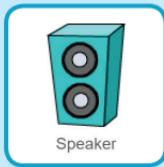
Play a Song

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GET READY

Choose a sprite,
like Speaker.

New sprite: 



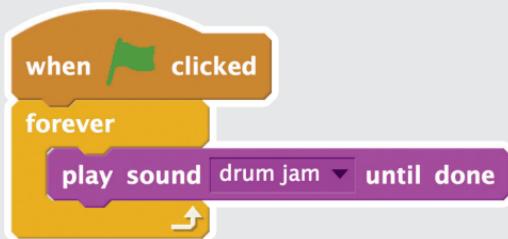
Click the **Sounds** tab.

New sound: 

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.