Make Music Cards

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

scratch.mit.edu/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**

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Play a Drum

Press a key to make a drum sound.

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Play a Drum

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GET READY

New backdrop:

Choose a backdrop.

stage2

Choose a drum from the Music theme.

New sprite:

Drum1

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 Rhythm

Play a sequence of drum sounds.

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🔊

🔊

Make a Rhythm

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GET READY

New backdrop:

Choose a backdrop.

stage2

Choose a drum from the Music theme.

New sprite:

Drum-Tabla
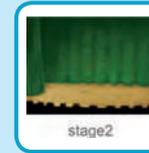
ADD THIS CODE

```
when space key pressed
repeat 3
    play sound hi na tabla
    wait 0.25 secs
    play sound hi tun tabla
    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.

Animate a Drum

Switch between costumes to animate.

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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.

drums conga-a

drums conga-b
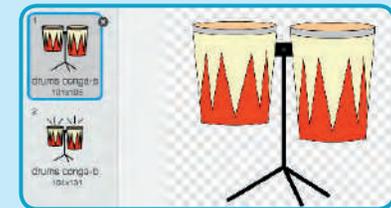
You can use the paint tools to change colors.

ADD THIS CODE

Click the **Scripts** tab.

```
when left arrow ▼ key pressed
repeat 4
    play sound high conga ▼
    next costume
    wait 0.25 secs
    play sound low conga ▼
    next costume
    wait 0.25 secs
```

TRY IT

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

Make a Melody

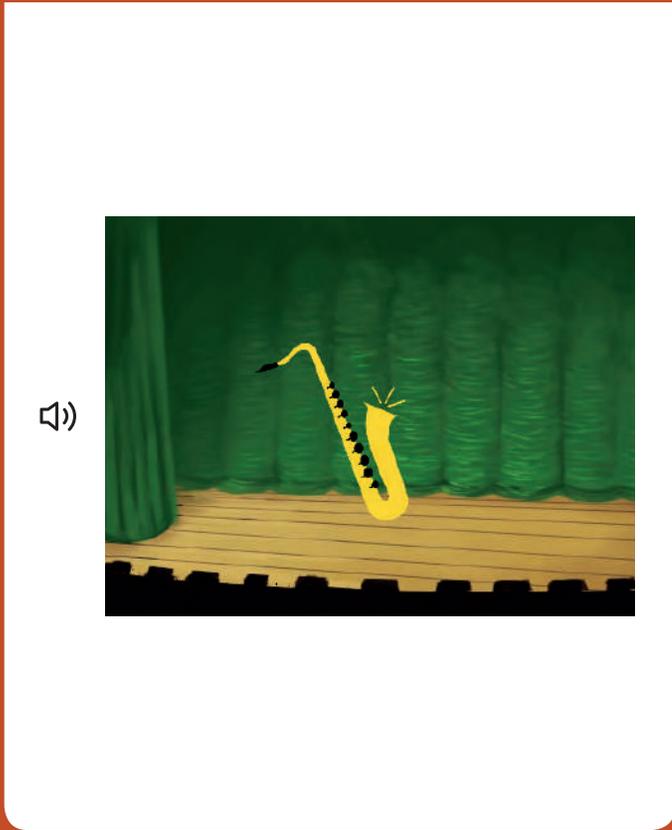**Play a series of notes.**

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Make a Melody

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GET READY

Choose a backdrop.

stage2

Choose an instrument from the Music theme.

New sprite:
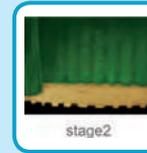
Saxophone

ADD THIS CODE

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

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

Choose a backdrop.

New backdrop: 🖼 / 📁 📷

spotlight-stage2

Choose an instrument from the Music theme.

New sprite: ◆ / 📁 📷

Trumpet

ADD THIS CODE

when down arrow key pressed — Choose **down arrow** (or another key).

play sound F trumpet
play sound A trumpet — Choose different sounds.
play sound C2 trumpet

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 Music

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Surprise Song

Play a random sound from a list of sounds.
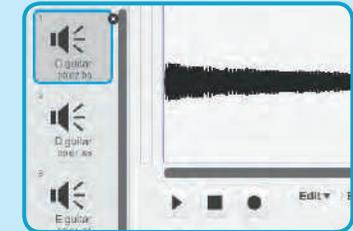
Surprise Song

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GET READY

Choose an instrument from the Music theme.

New sprite:

Guitar

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

ADD THIS CODE

Click the **Scripts** tab.

```
when right arrow key pressed
play sound pick random 1 to 8
change color effect by 25
```

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.

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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.

bass beatbox

hi-beatbox

snare beatbox

Microphone volume:

ADD THIS CODE

Click the Scripts tab.

```
when b ▾ key pressed          Choose b (or another key).
repeat 4
  play sound bass beatbox ▾
  wait 0.25 secs
  play sound pick random 1 to 10     Insert a pick
  wait 0.25 secs                      random 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

New backdrop:
Choose a backdrop.

beach malibu

Choose any sprite you want.

New sprite:

Beachball

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 — Choose **c** (or another key).

play sound recording1 ▾

TRY IT

Press the **C** key to start.

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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:

Speaker

Click the Sounds tab.

New sound:

Select a sound from the **Music Loops** category.

ADD THIS CODE

Click the Scripts tab.

```
when [green flag] clicked
forever
    play sound [drum jam ▾] until done
```

TIP

Make sure to use `play sound ▾ until done` (not `play sound ▾`) or else the music will interrupt itself.

Make Music

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