# MONSTROUS BEATS

◑ SUGGESTED TIME
30 – 45 MINUTES

## OBJECTIVES

By completing this activity students will:

+ gain more fluency with computational concepts (events, parallelism, loops) and practices (experimenting and iterating, testing and debugging, reusing and remixing, abstracting and modularizing) by creating a project exploring touch sensing and a sound library.

## ACTIVITY DESCRIPTION

❑ Use the Monstrous Beats example to show and help students get familiar with the Sound Library and code blocks that sound and motion. Optionally, have the Monstrous Beats handout available to guide students.

❑ Give students time to explore the code of example programs to create a project that experiments with sound and animations.

❑ Encourage students to share their explorations with others. We suggest hosting design demo presentations. Optionally, have students add their projects to the Animations studio or a class studio.

❑ Ask students to think back on the design process by responding to the reflection prompts on paper or in a group discussion.

## RESOURCES

❑ Monstrous Beats handout
❑ Monstrous Beats example starter project
   https://scratch.mit.edu/projects/110603440/

## REFLECTION PROMPTS

+ How did you build in motion and animation to your project?
+ What was your strategy to for creating new beat-boxing sprites?

## REVIEWING STUDENT WORK

+ Do the sprites in the projects interact with key press events?
+ How many interactive sprites did the student program?

## NOTES

+ Musical projects require a computer with speakers.
+ Remind students that the backpack tool can be used to borrow and remix code from example projects.

## NOTES TO SELF

❑ _____
❑ _____
❑ _____
❑ _____

# MONSTROUS BEATS

HOW CAN YOU USE THE SOUND LIBRARY
TO MAKE A HIP-HOP BEATBOX SQUAD?

Did you know that you can make your Scratch projects play music samples? Explore this Scratch concept by creating a project that incorporates the Sound Library.

## START HERE

- ❑ Choose sprites using the Sprite Library and add a background.
- ❑ Add sounds from the Sound Library.
- ❑ Experiment with sprite animations and test how they affect your project.

## FEELING STUCK?

THAT'S OK! TRY THESE THINGS…

Sprites                          New sprite:

Creature1    Giga    Pico    Nano
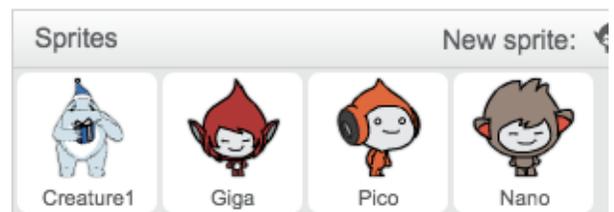
when  a ▼  key  pressed
play sound  wub beatbox ▼
broadcast  animateCreature ▼

when I receive  animateCreature ▼
switch costume to  creature1-b ▼
change  y  by  50
repeat  10
    change  y  by  -5
switch costume to  creature1-a ▼
go to x:  -180  y:  -8

## FINISHED?

- ❑ Make sure have added sounds to each sprite! Try out others in Sounds palette.
- ❑ Experiment with new motion and effects blocks.
- ❑ Try brainstorming with a neighbor!

- + Add your project to your class Scratch Studio.
- + Challenge yourself add another sprite or multiple key presses!
- + Help a neighbor!