

BOOM, SNAP, CLAP



SUGGESTED TIME
30 - 45 MINUTES

OBJECTIVES

By completing this activity students will:

- + create a program that combines interactive sprites with interesting sounds
- + develop a greater fluency with sequences, events, and parallelism
- + practice experimenting and iterating in building up project creations

ACTIVITY DESCRIPTION

- Consider watching an online video of the “Boom, Snap, Clap” hand game if you are unfamiliar.
- Optionally, show example projects from the Boom, Snap, Clap studio and have the handout available to guide students.
- Give students time to create interactive instruments by pairing sprites with sounds. Encourage them to experiment with different ways to express sounds in Scratch by exploring other blocks in the Sounds category or using the editing tools within the Sounds tab.
- Ask students to think back on the design process by responding to the reflection prompts on paper or in a group discussion.

NOTES

- + To share as a whole group, ask half of the students perform their Scratch instruments while the other half dances or sings – then switch roles!

RESOURCES

- Boom, Snap, Clap handout
- Boom, Snap, Clap example starter project
<http://scratch.mit.edu/projects/43973102>
- Boom, Snap, Clap studio
<http://scratch.mit.edu/studios/856112>

REFLECTION PROMPTS

- + What did you do first?
- + What did you do next?
- + What did you do last?
- + What were the different ways in which things were happening at the same time?

REVIEWING STUDENT WORK

- + Do projects make creative use of sounds?
- + Are the sprites in the projects interactive?

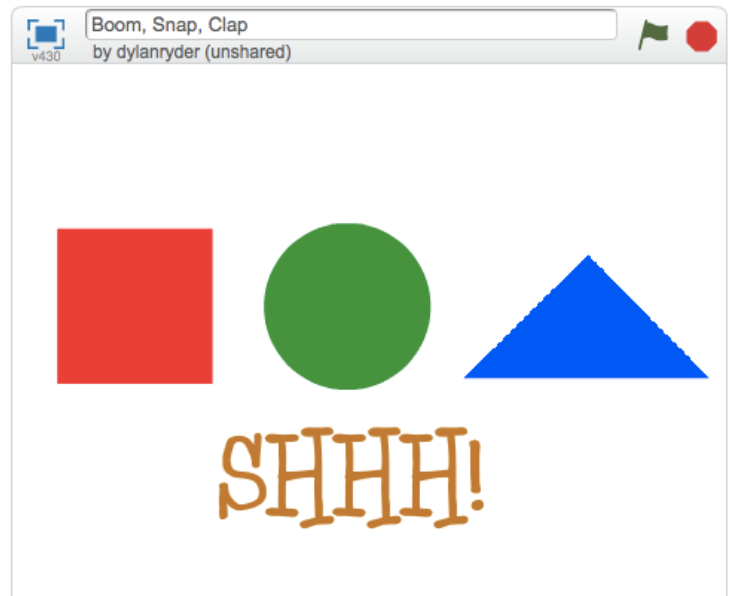
NOTES TO SELF

- _____
- _____
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BOOM, SNAP, CLAP

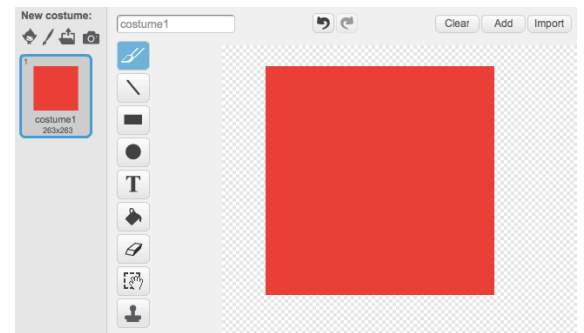
HOW CAN YOU USE CODE TO CREATE SOUNDS AND INSTRUMENTS?

In this activity, you will build your own music-inspired Scratch project by pairing sprites with sounds to design interactive instruments based on the hand game *Boom, Snap, Clap*.



START HERE

- Create three sprites using the paint editor: one for each sound – boom, snap & clap
- Add sound and event blocks.
- Experiment with ways to make your sprites pop visually!



FEELING STUCK?

THAT'S OK! TRY THESE THINGS...

FINISHED?

- Import or record your own sounds or experiment with the Sounds editor.
- Try out other in the Looks and Sounds palette.
- Try brainstorming with a neighbor!

- + Add your project to the Boom, Snap, Clap Studio: <http://scratch.mit.edu/studios/856112>
- + Challenge yourself to more! Add another instrument and sound.
- + Help a neighbor!

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