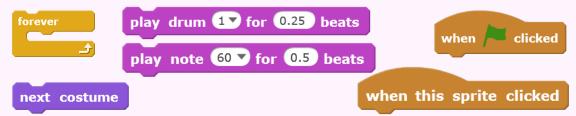
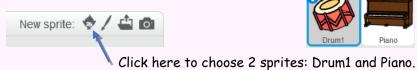


The blocks you will need:



Create *Sprites*: to begin with, we need two music instruments, a drum and a piano.





While <u>Drum1</u> is selected, click *Costumes* to see all its costumes / pictures.

It's the music show, so we don't need the cat this time. To remove it from the stage, click the <u>right</u> mouse button on it, and then select <u>delete</u>.



Select the backdrop of the stage: party.



Click this image to select a backdrop picture: party.

3



Select <u>Drum1</u>. Now we will let it play some really cool beats. Drag and drop the following blocks for it:

```
when clicked

forever

play drum 1 for 0.5 beats

next costume

play drum 6 for 0.5 beats

next costume

play drum 2 for 0.5 beats

next costume

play drum 6 for 0.5 beats

next costume

play drum 6 for 0.5 beats
```

We will play different drums in the following order:

- 1) 1, Snare Drum
- 2) 6, Closed Hi-Hat
- 3) 2, Bass Drum
- 4) 6, Closed Hi-Hat again Then repeat the steps above.

Piano

Now let's select the piano. We want it to play a simple song, Mary Had a Little Lamb. Here is the note sheet:

MARY HAD A LITTLE LAMB,

A G F G A A A

LITTLE LAMB, LITTLE LAMB.

G G G A A A

MARY HAD A LITTLE LAMB,

A G F G A A A

IT FLEEC WAS WHITE AS SNOW.

A G G A G F

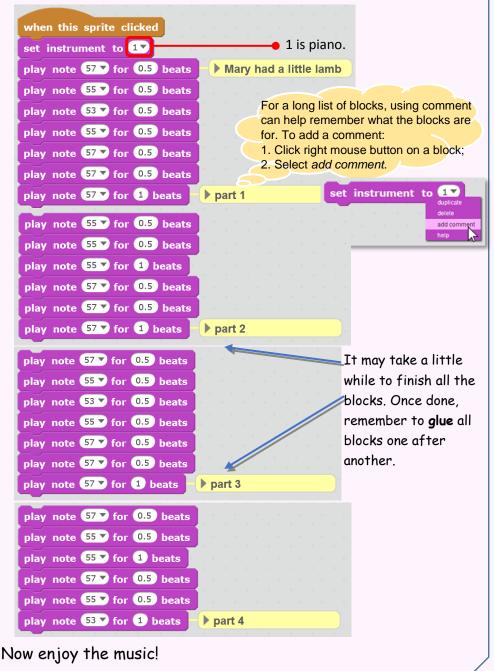
In Scratch, to play a note, we use block play note ... for ...:



By default, the lowest note of the keyboard is Low C (=48).

Selected note is highlighted. You can also type any number from 0 to 127.

Using the note sheet above, we create the following blocks. Because there is quite a long list of blocks, we separate them into 4 parts, and each part is for a **line** on the note sheet.





{* code();}