

# 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.



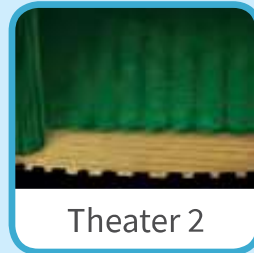
# Play a Drum

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## GET READY



Choose a backdrop.



Theater 2



Choose a drum.



Drum

## ADD THIS CODE



Select the sound you want from the menu.

## TRY IT



Press the **space** key on your keyboard.

# Make a Rhythm

Play a loop of repeating drum sounds.



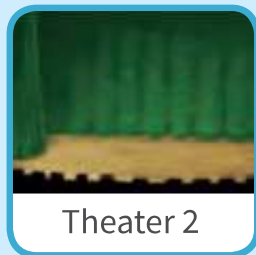
# Make a Rhythm

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## GET READY



Choose a backdrop.



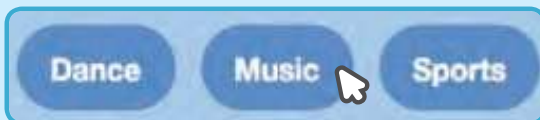
Theater 2



Choose a drum from the Music category.



Drum Tabla



To see just the music sprites, click the **Music** category at the top of the Sprite Library.

## ADD THIS CODE



Type how many times you want to repeat.

Try different numbers to change the rhythm.

## TRY IT



Press the **space** key on your keyboard.

# Animate a Drum

Switch between costumes to animate.



# Animate a Drum

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## GET READY



Choose a drum.



Click the **Costumes** tab to see the costumes.

You can use the paint tools to change colors.



## ADD THIS CODE



Click the **Code** tab.



Choose a sound from the menu.

## TRY IT



Press the **left arrow** key.



# Make a Melody

Play a series of notes.



# Make a Melody

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## GET READY

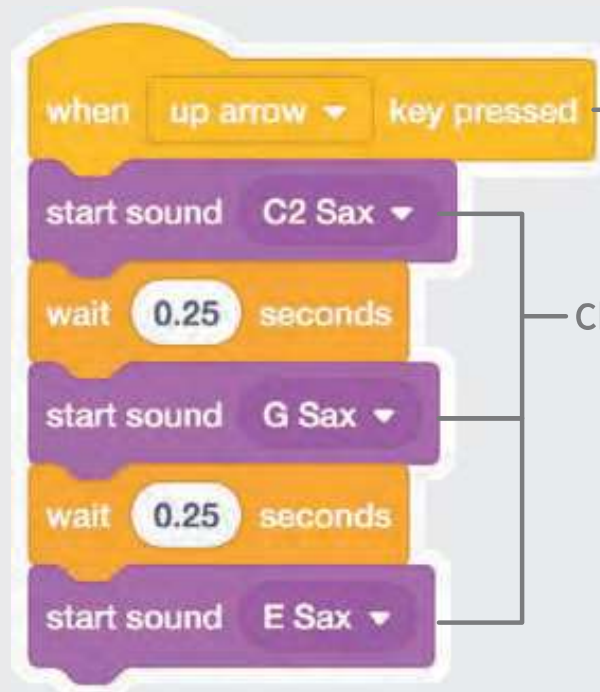


Choose an instrument,  
like Saxophone.



To see just the music sprites,  
click the **Music** category at the  
top of the Sprite Library.

## ADD THIS CODE



Choose **up arrow**  
(or another key).

Choose different sounds.

## TRY IT



Press the **up arrow** key.

# 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 an instrument, like Trumpet.

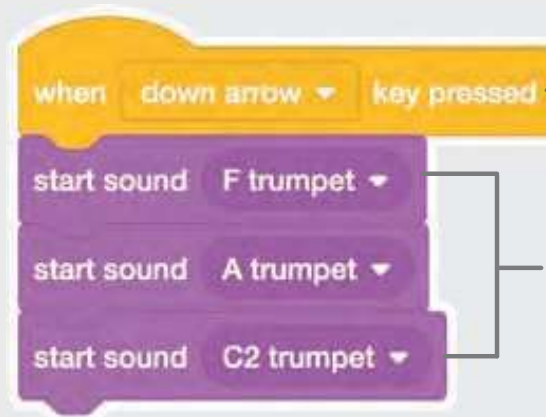


Trumpet



To see just the music sprites, click the **Music** category at the top of the Sprite Library.

## ADD THIS CODE



Choose **down arrow** (or another key).

Choose different sounds.

## TRY IT



Press the **down arrow** key.

## TIP

Use  to make sounds play at the same time.

Use  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

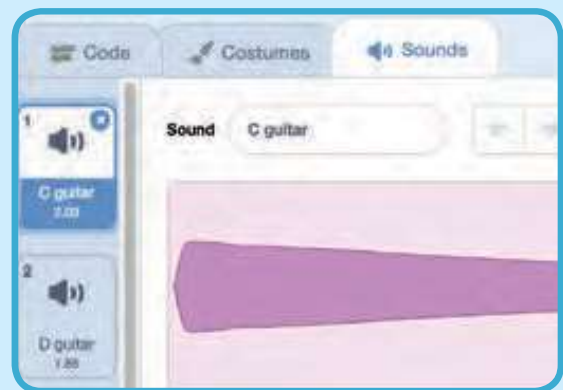


Choose an instrument,  
like Guitar.



Sounds

Click the **Sounds** tab to see how many sounds are in your instrument.



## ADD THIS CODE

Code

Click the **Code** tab.



Choose **right arrow**.

Insert a **pick random** block.

Type the number of sounds  
in your instrument.

## TRY IT



Press the **right arrow** key.

# Beatbox Sounds

Play a series of vocal sounds.



# Beatbox Sounds

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## GET READY



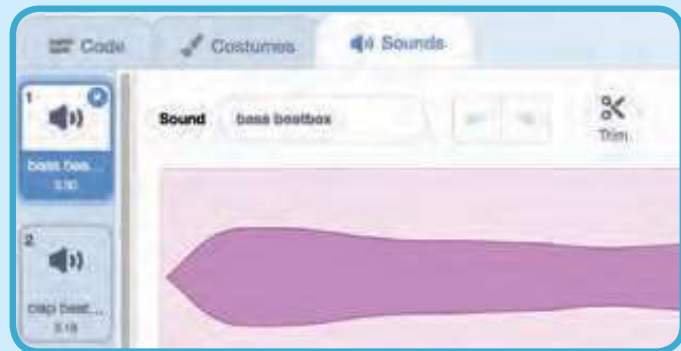
Choose the  
Microphone sprite.



Microphone



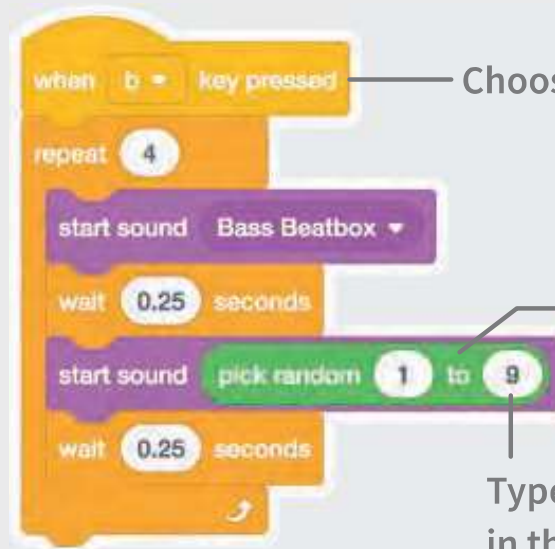
Click the **Sounds** tab to see how many sounds are in your instrument.



## ADD THIS CODE



Click the **Code** tab.



Choose **b** (or another key).

Insert a **pick random** block.

Type the number of sounds in this sprite.

## TRY IT



Press the **B** key to start.



# Record Sounds

Make your own sounds to play.



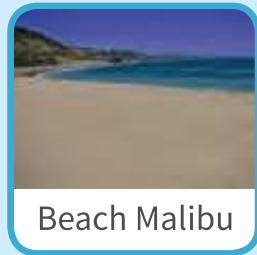
# Record Sounds

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## GET READY



Choose a backdrop.



Beach Malibu



Choose any sprite.

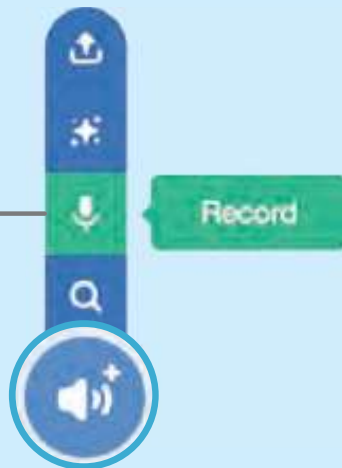


Beachball



Click the **Sounds** tab.

Then choose **Record** from the pop-up menu.



Click the **Record** button to record a short sound.

## ADD THIS CODE



Click the **Code** tab.



Choose **c** (or another key).

## TRY IT



Press the **C** key to start.

# Play a Song

Add a music loop as background music.



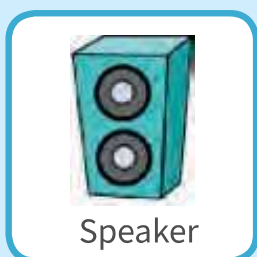
# Play a Song

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## GET READY



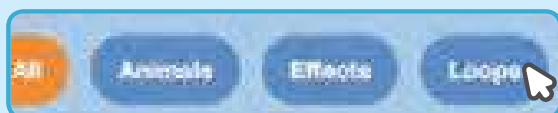
Choose a sprite,  
like Speaker.



Click the **Sounds** tab.



Choose a sound from  
the Loops category,  
like Drum Jam.



To see just the music loops, click the **Loops** category at the top of the Sounds Library.

## ADD THIS CODE



Click the **Code** tab.



Choose your sound  
from the menu.

## TRY IT

Click the green flag to start.

