Process

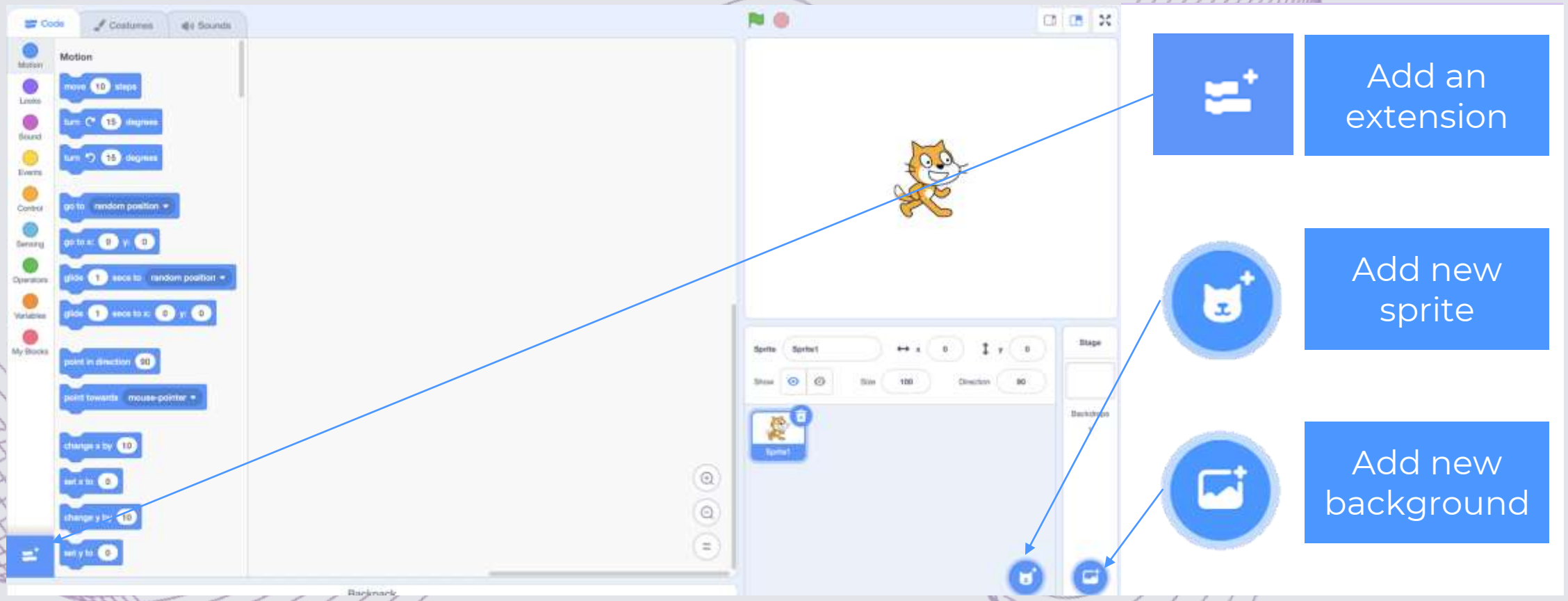
Your code should...

- Allow the user to play a sound when each of the instruments is clicked.

This is what your code should end up looking and sounding like!

cair 4 YOUTH

Creating a new scratch file

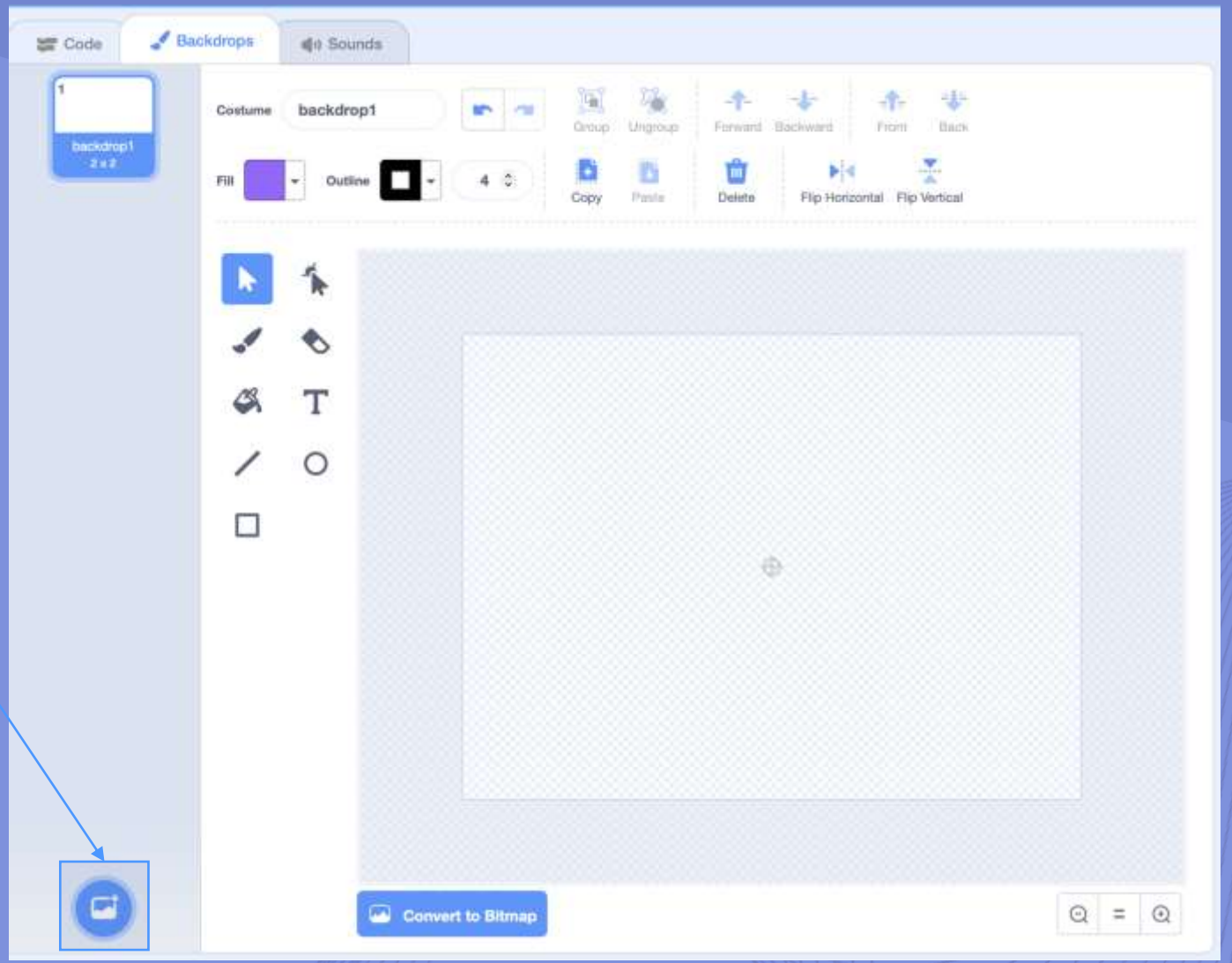


Step 1

Import a new background

The first step is to create a background for your band to play on. Click the create a background button. You will see the following.

Click on the import background option from scratch's massive library (see next slide), or have a go at creating your own, or finding and uploading one online.



Search

All | Fantasy | Music | Sports | Outdoors | Indoors | Space | Underwater | Patterns


Arctic


Baseball 1


Baseball 2


Basketball 1


Basketball 2


Beach Malibu


Beach Rio


Bedroom 1


Bedroom 2


Bedroom 3


Bench With...


Blue Sky

Blue Sky 2


Boardwalk


Canyon


Castle 1


Castle 2


Castle 3


Castle 4


Chalkboard


Desert


Farm


Field At Mit

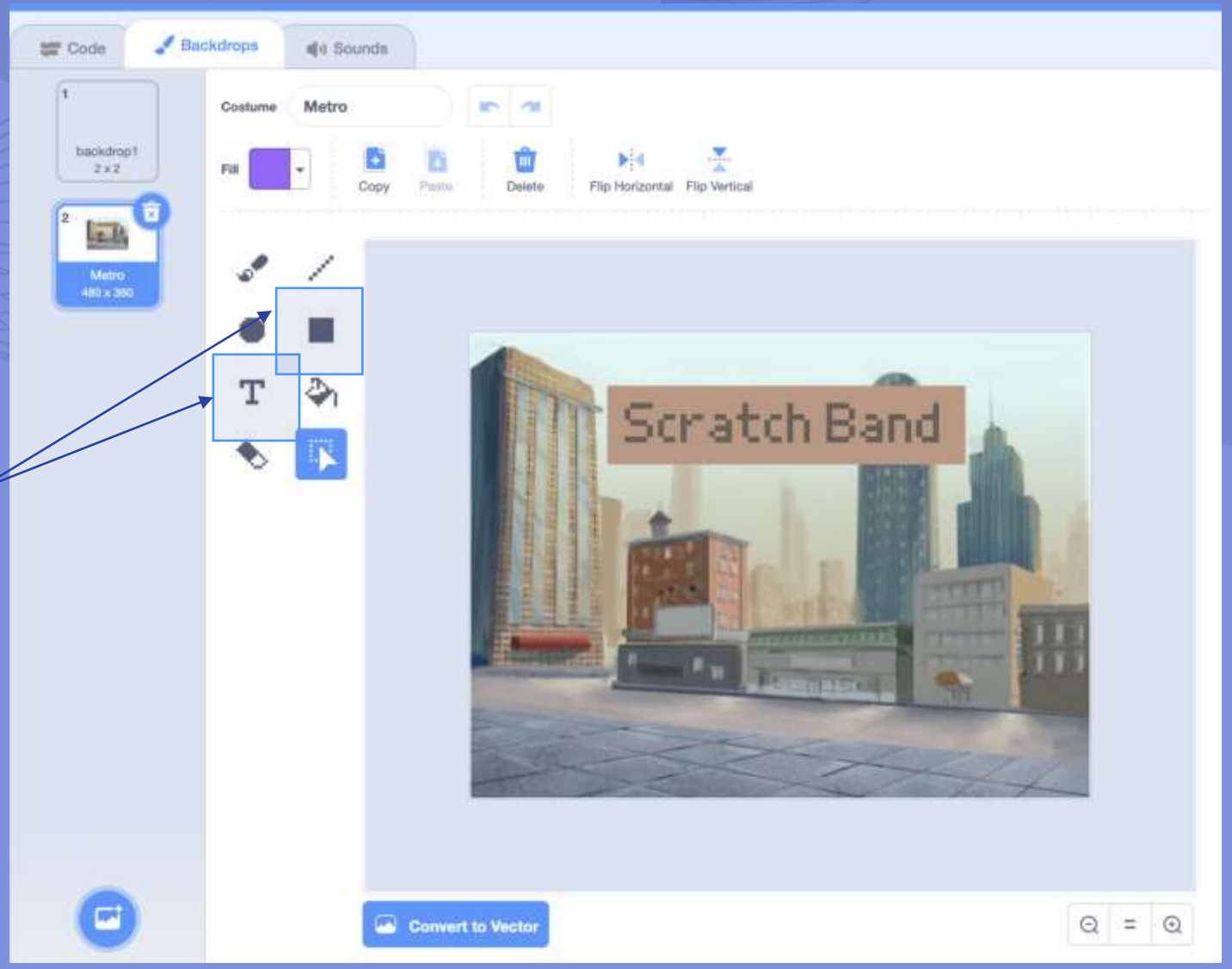

Flowers

Explore the different background options to place your band in a realistic, or random location!

Step 2

Name your band...

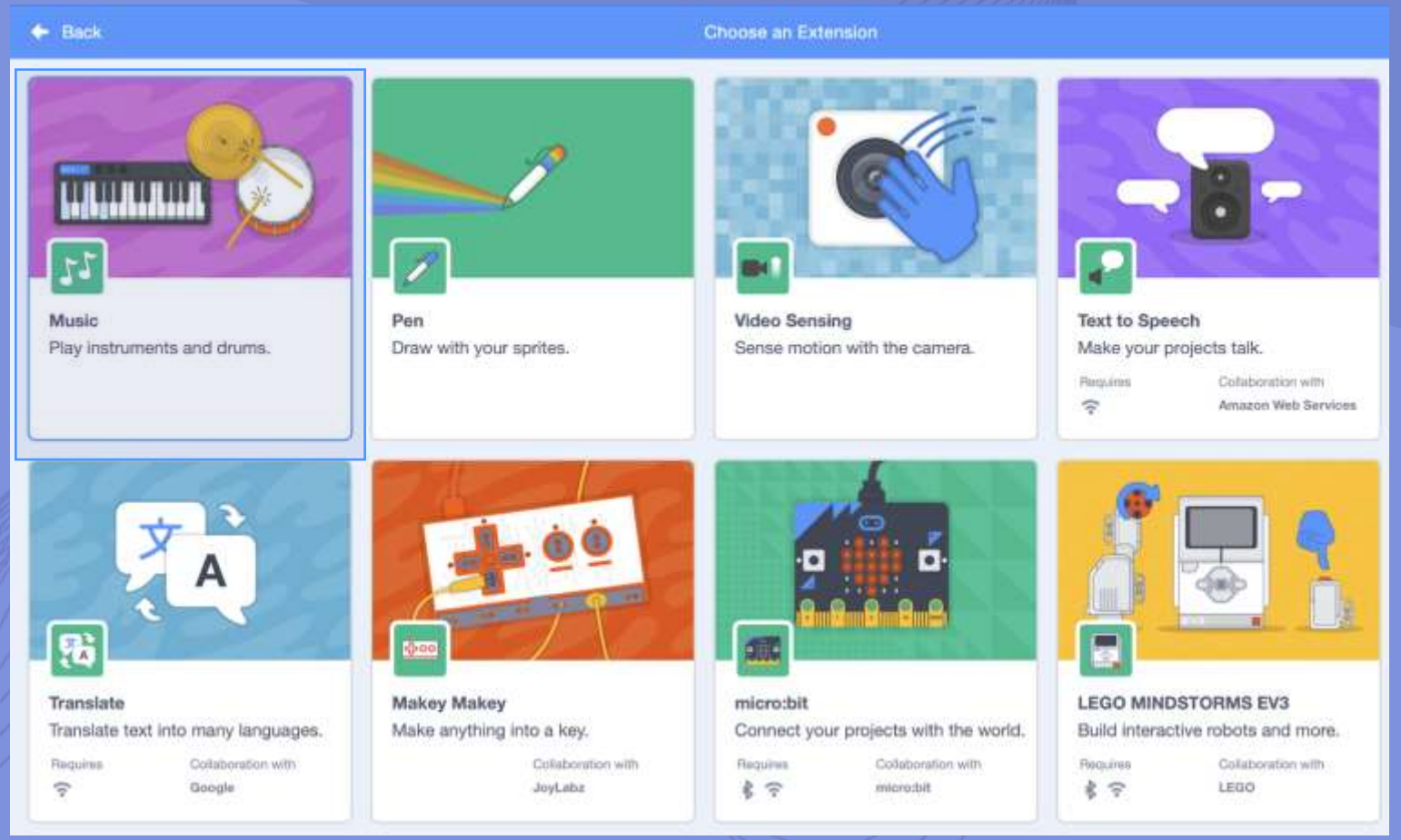
Using the shape and text options in the background designer, produce a name for your band and create a sign, like in the example here...



Step 3

Adding the music extension

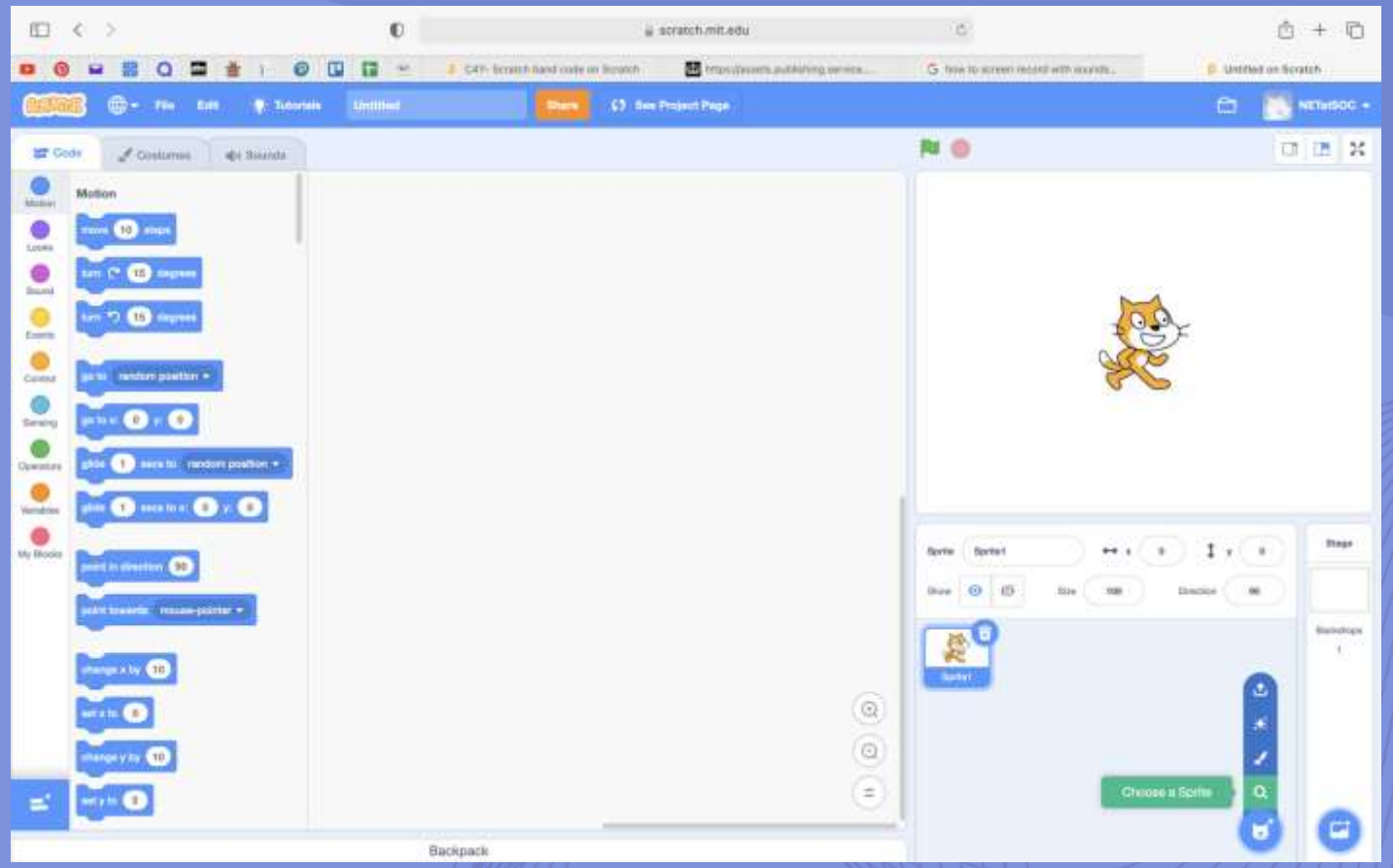
After clicking the add the extension button , chose to add the music extension, which will give you access to a whole range of new functions that can be used to personalize the sound of your instrument sprites.



Step 4

Adding your first sprite instrument

Create a new spite and choose it from the library. Doing this will enable you to access the built-in costumes that you have access to (see next slide).



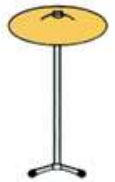
Search

All | Animals | People | Fantasy | Dance | Music | Sports | Food | Fashion | Letters


Bell


Drum


Drum Kit


Drum-cymbal


Drum-highhat


Drum-snare


Drums Conga


Drums Tabla


Guitar


Guitar-elec...


Guitar-elec...


Keyboard


Microphone


Radio


Saxophone


Singer1


Speaker

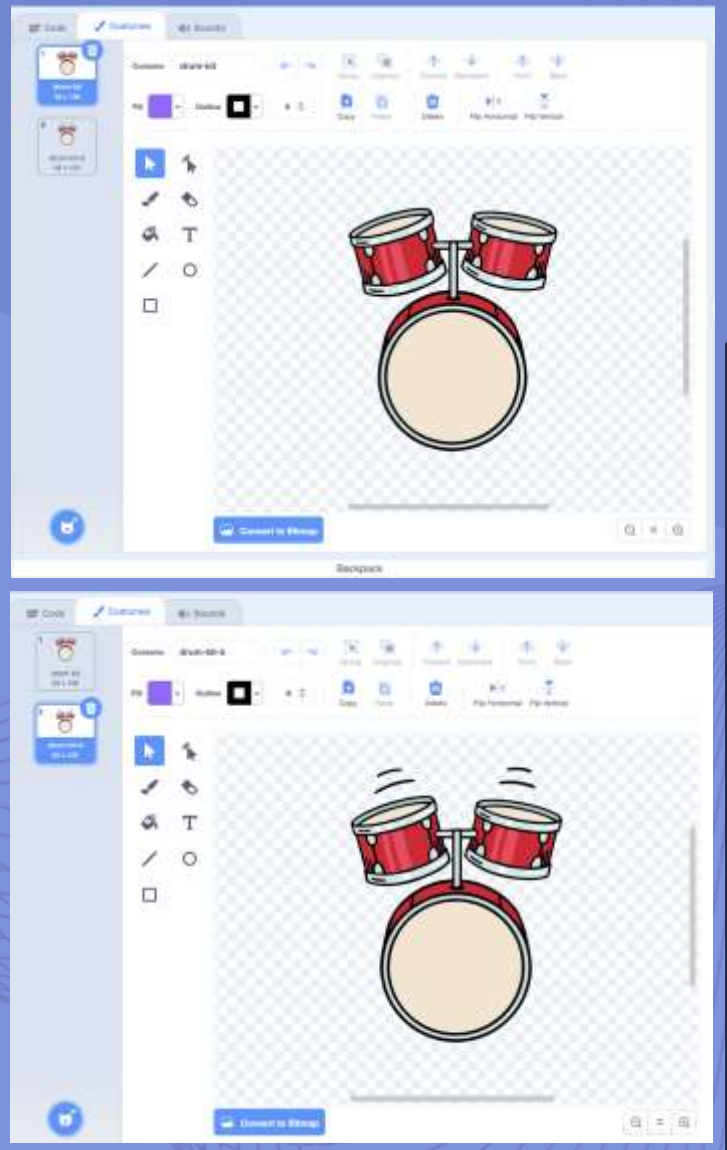

Trumpet

When you select the music category, these are the built-in sprites you can pick from

The two costumes

As you can see, each of these instruments will have 2 different costumes that can be chosen. The second will look like the drum has been played.

If you do decide to import or draw your sprites, have a go at making them look like the following.

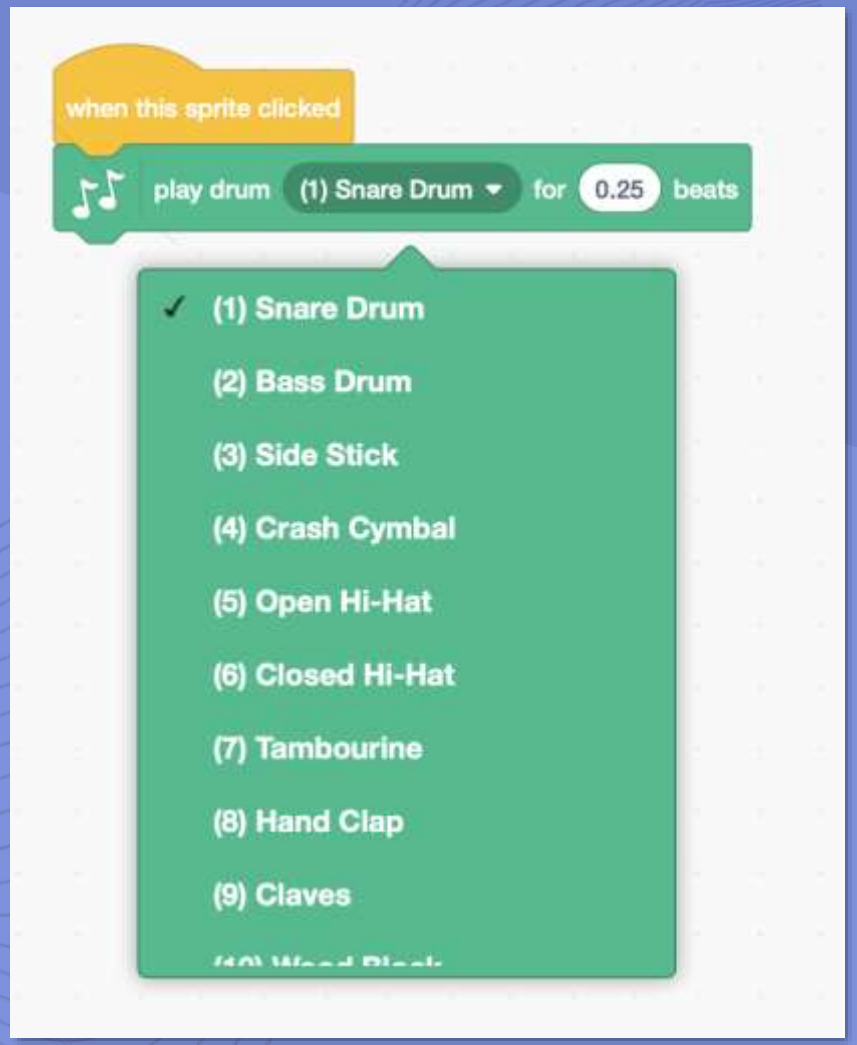


Step 5

Coding your first instrument

When you click the object, it should make a sound. This can be done with the sensing operator “When this sprite is clicked”, as shown.

The new music extension allows you to choose from a variety of instruments to personalize your sprite to sound like.



Step 6

Switching the costume

After the sound has been played, the costume will change to the second “played instrument” costume, and then back to the original after 1 second.

Step 7

Adding more instruments

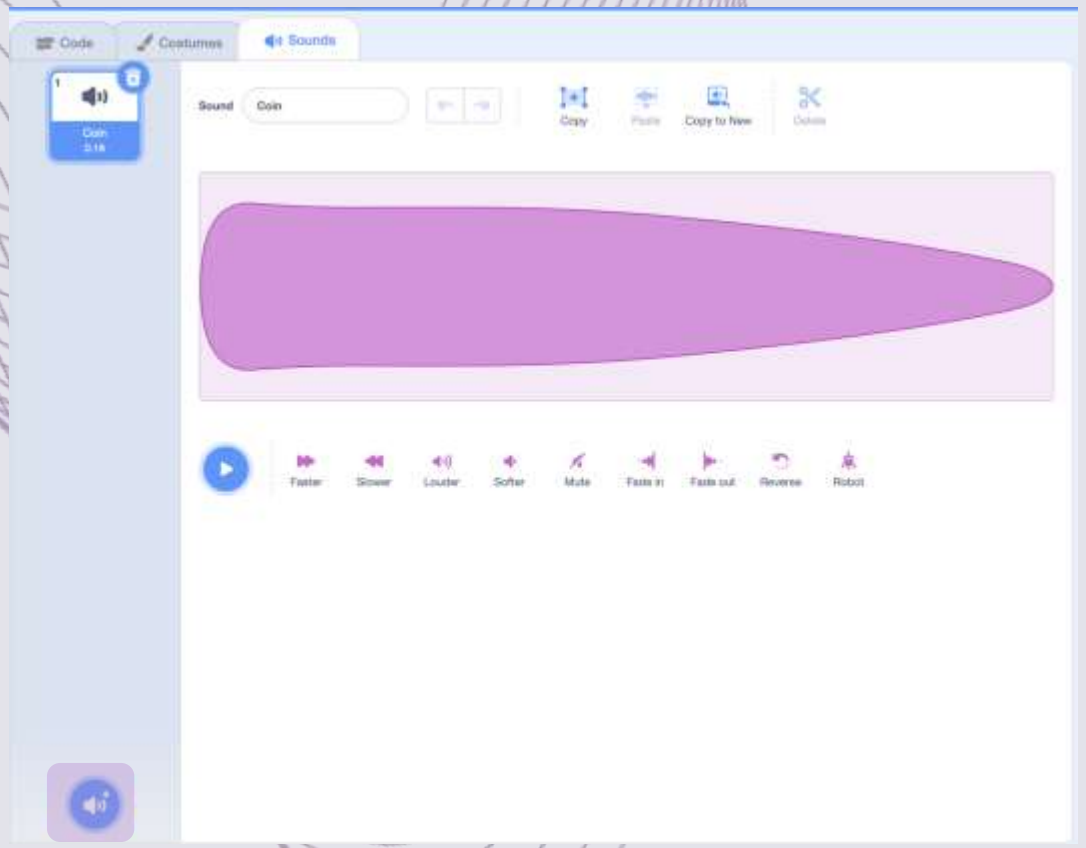
Using the same method, see if you can add more instruments.

Organise the sprites by dragging them around the stage to create a good formation.

Adding a different sound to your instruments

Scratch contains a built-in library of sound effects that can be accessed. This means that when the user gains a point, they can be alerted by a sound. To do this, simply add the sound to the sprite by clicking the “add sound” button.

This sound library has hundreds more options to explore as well as the music extension



Back

Choose a Sound

Search

All | Animals | Effects | Loops | Notes | Percussion | Space | Sports | Voice | Wacky

Alert | Alien Creak1 | Alien Creak2 | Basketball ... | Bell Toll | Big Boing | Bite | Boing

Bonk | Boom Cloud | Boop Bing ... | Bowling Str... | Car Horn | Chomp | Clang | Clock Ticking

Coin | Collect | Computer ... | Connect

Door Creak | Doorbell | Drum Boing | Dun Dun D...

As you can see, the scratch sound library contains hundreds of sounds for you to pick from!

Step 8

Changing from music to sound

For the singer sprite, in particular, see if you change the way that their voice sounds using either a prerecorded or by recording your own sound.

What the final code should look like...