

Play That Instrument



Ruth Patrick Science
Education Center

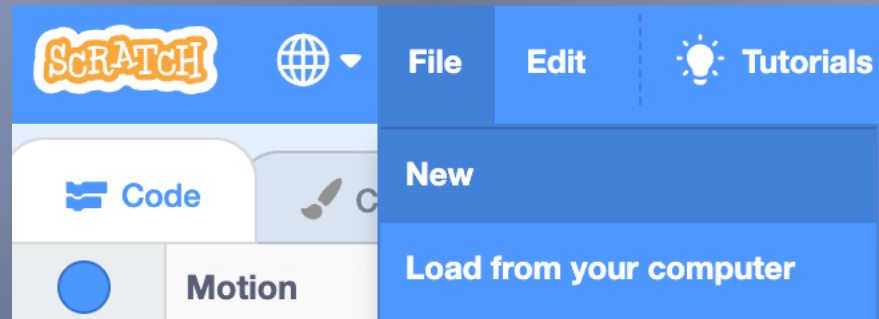
Infusing a love for Science, Technology, Engineering and Math



Create a project where you can
play various instruments.

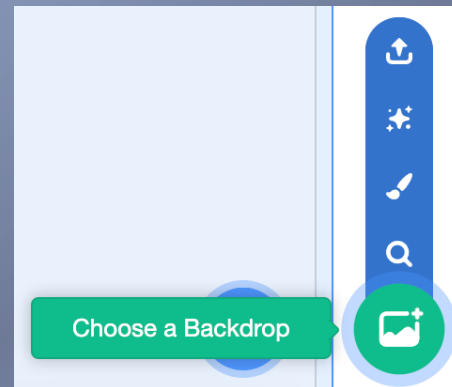
Getting Started

- Open Scratch
- Click on **File** at the top left of the screen
- Choose **New** from the drop-down menu



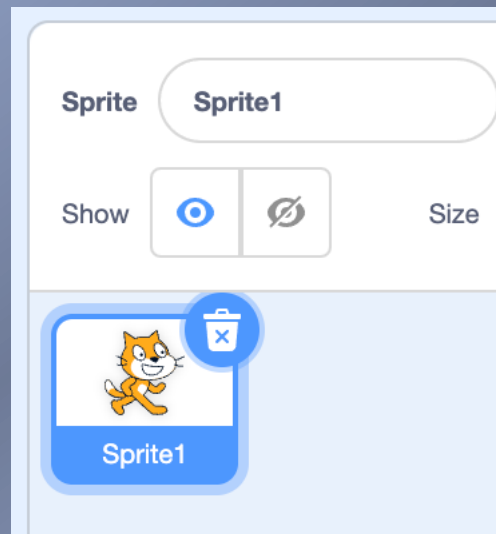
Choose a Backdrop

- Click on the **Choose a Backdrop** menu on the bottom right of the screen.
- Select any backdrop that you like.
- Keep it simple so that the focus is the instruments



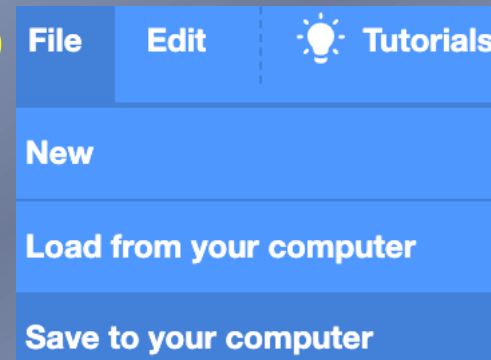
Remove Scratch Cat Sprite

- We will not use Scratch the Cat, so click the **Garbage Can** with the X.



Save Your Project

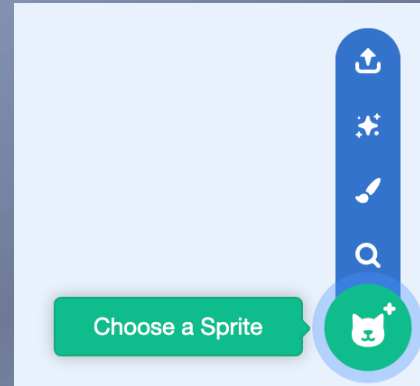
- Save Play Instrument
 - Chose **File** then **Save to your computer**.



- Change the name (starting with your last name) to
 - *Patrick* Play Instrument.sb3
- Click **Save**.

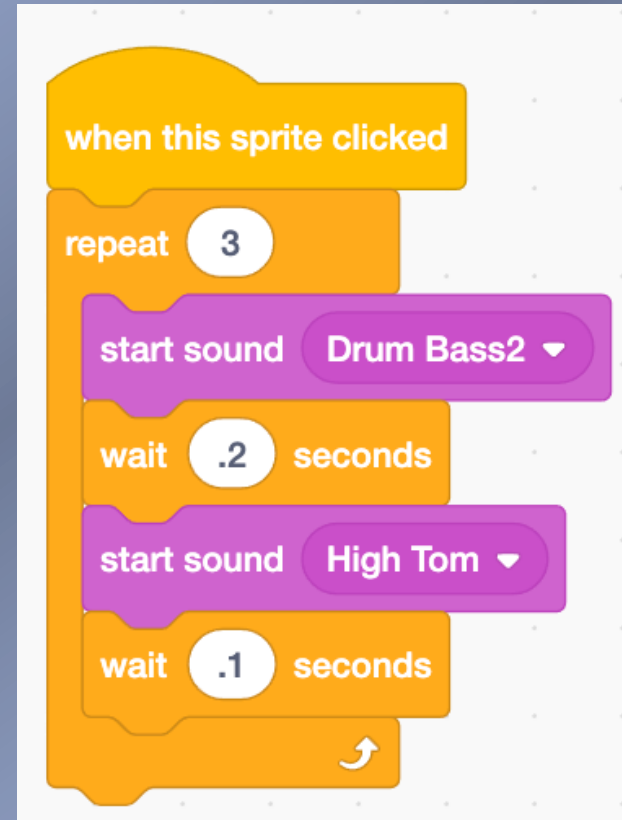
Add Drum Kit Sprite

- Add a new sprite by clicking on the **Choose a Sprite** icon at the bottom right.
- Key “Drum” into the search bar and click any type of drum sprite. (I chose the **Drum Kit**.)



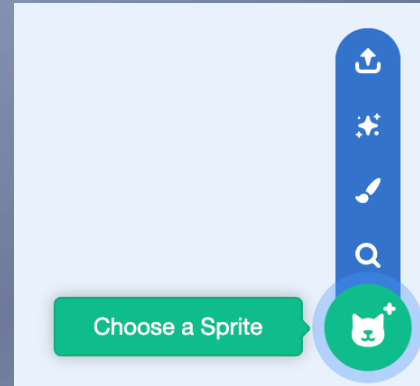
Play the Drums

- Add coding blocks to match this image



Add Microphone Sprite

- Add a new sprite by clicking on the **Choose a Sprite** icon at the bottom right.
- Key “Mic” into the search bar and click the **Microphone** sprite.



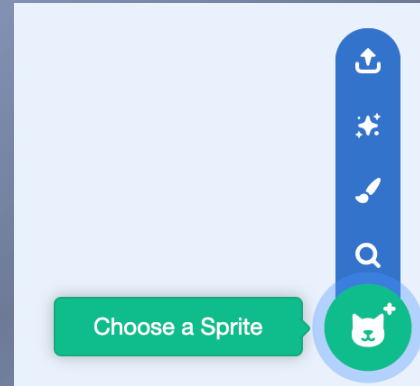
Make the Mic Sound

- Add coding blocks to match this image



Add Saxophone Sprite

- Add a new sprite by clicking on the **Choose a Sprite** icon at the bottom right.
- Key “Sax” into the search bar and click the **Saxophone** sprite.



Play the Saxophone

when this sprite clicked

start sound C2 Sax ▾

wait .5 seconds

start sound B Sax ▾

wait .5 seconds

start sound A Sax ▾

wait 0.25 seconds

start sound G Sax ▾

wait 1 seconds

start sound F Sax ▾

wait .25 seconds

start sound E Sax ▾

wait .5 seconds

start sound D Sax ▾

wait .5 seconds

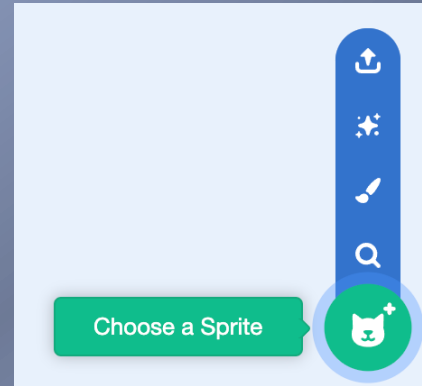
start sound C Sax ▾

wait .5 seconds

Add coding blocks to match this image

Add Other Instruments

- Add a new sprite by clicking on the **Choose a Sprite** icon at the bottom right.



- Click on the Music tab near the top of the window and choose an option.
- Play a sound or sounds using the previous instruments as examples.

Well done!

- Save your project
 - Chose **File** then **Save to your computer**.
 - Click on the name that you saved earlier
 - Click **Save** then click **Replace**.

