Rock Band

This project will provide you with a basic overview of the Scratch coding program, show you some basics, and most importantly make a cool thing to show off! We will be coding a rock band with a singer, drums and a banana piano.

If you want to save your work you will have to join Scratch, which is free. Just press the 'join scratch' tab in the top right and sign up. This is not necessary however to use the program.

Step 1: Go to <u>https://scratch.mit.edu/projects/editor/?tutorial=getStarted</u>

You will see this screen:



Press the **X** on the green **Tutorials Box:**



Press the **button** next to the cat on the right hand side of the screen:



You should now have a blank screen like this:

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Step 2: Our project is currently a boring blank stage, let's start by choosing a background.

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To choose a **background** press the the **stage icon**

button in the bottom right corner of the screen, under



This will bring up this screen where you can choose the **background** you like by left clicking on it:

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You will see the **background** you choose appear in the top right screen. I chose the "theatre".

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Step 3: Now that we have a **background** we need to add in the instruments for the band.

To do this we need to use **sprites.** To add a **sprite** click on the right of the screen.



button on the bottom

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This will open the **sprite screen**:



Press the Music Tab up the top

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Ball	Ballerina	Balloon 1	Bananas	Baseball	Basketball	Bat	Batter
Beachball	Bear	Bear-walking	Beetle	Bell	Ben	Bowl	Bowtie



Left click on the drum that you want and it will be added to the **backdrop screen**.

To move the drum **sprite** on the **backdrop screen**, click and drag the drum to the bottom right of the stage. Your stage should now look similar to this.



Now you can add **code** so that the drum makes a sound when you click on it.

Step 4: Now we will add in the music block, which is an extension built in to Scratch. To access this



You will now see a new Music Tab appear on the left hand side of screen.

Step 5: We are now going to start coding our drum. Click on the Events Tab on the left hand side of



the screen and drag and drop a block

onto the workspace.

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block. Make sure the blocks are connected together.

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Click on the drum to try it out. You can change the sound of the drum by clicking on the "play drum" **drop down menu.**



You can also get the drum to make a sound when the spacebar is pressed.



Select the Events Tab and drag the



If you want to copy your **code**, you can right click on it and select **duplicate**.

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It will look like this

You can also change the key pressed and sound options from the **drop down menus** for more customisation.

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Step 6: Now you will add a singer to your stage. Click on the add a singer to our rock band.



button to choose a **sprite** to

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Then choose the Music Tab on the top of the screen and select the singer sprite



Move the singer to the best spot on your stage.



Step 7: Make sure you have selected your singer sprite. Then click on the **Sounds Tab** and click **choose a sound.**



Then click on the

button on the bottom left.

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Click on **voice** from the list at the top and choose a sound for the singer sprite.



I used 'Singer 1'

Now we are going to start coding the singer sprite click on the top left tab Code Tab to return to the workspace.



Click on the Events Tab to the left and drag the

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Click on the singer sprite on stage to make her sing.

Step 8: Lets make our singer look like she is singing, by using **costumes**. Let's change how our singer **sprite** looks when you click on her, by creating a new costume.

Click on the **Costumes Tab** on the top of the screen.

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You will then see this screen:



Right click on the "Singer 1" costume and click on duplicate to make a copy of it.



You will then see this screen with a second **costume** for your singer.



Click on the new **costume** called "Singer 2" and then click on the line tool and draw lines so it looks like your singer is singing.



Now we are going to change the names of the **costumes**. Click on the top left where it currently says "Singer 2" and change the name to "singing."



Then click on the "Singer 1" sprite and repeeat this step, calling it "not singing."



Step 9: Now that we have two **costumes**, let's add some **code**. To return to the **workspace** click on the **code tab** in the top left.



Choose the Looks Tab on the left hand side of the screen. Click and drag the



play sound Singer1 - until done		
above the	block.	
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Then and click and drag a **block** to under the **block** and click on the drop down arrow and change "Singing" to "not singing."

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It should look like the code below:

when this sprite clicked	
switch costume to Singing -	
play sound Singer1 - until done	
switch costume to not singing -	

Click on the Singer, does she now look like she is singing?

Step 10 Once you are ready for your rock band to perform, you can press the **button** in the top right corner to preform with your rock band in all it's glory!

full screen

Extras

Here are some extra activities you can do to expand on your rock band!

Step 11: Now how about making your drum look like it is being hit? Use the instructions to change the sprite for the singer to help you.

Step 12: Now that you have started your band, how about you add some more instruments? You can create any instrument that you like. Take a look at the available instrument sprites and sound effects to get some ideas, by browsing the '*sprite screen*' and '*sound screen*'

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A Trombone	A Trumpet	Afro String	Alert	Alien Creak1	Alien Creak2	B Bass	B Elec Bass		
B Elec Guitar	B Elec Piano	B Guitar	B Piano	B Sax	B Trombone	B Trumpet	↓)) Baa		

Use your creativity. You can use anything for an instrument. Here I have added a bananna piano and some code for it.



