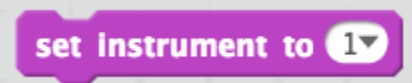
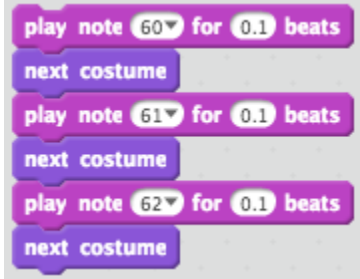


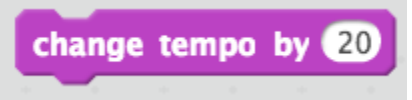
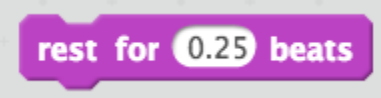
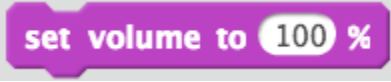
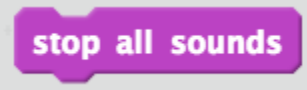
Unit 2.8: StarFish Choir (student reference sheet)

Project Objective: <i>sprites change looks and play sound when clicked</i>	CheckList: - design a sequence of notes/drums - use at least one loop, to repeatedly play a sequence of notes/drums. - play different instruments  Create a melody with the notes or a beat with the drums Change Tempo
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1. Sounds (pink blocks) Set instrument  Play note  Play drum 	2. Sequence it - list in order. 	3. Loop it (orange blocks) 	4. Trigger it (brown blocks)  
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What do these commands do?

Pink sound blocks  	Pink sound blocks   	Change look of sprite   
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