Unit 2.8: **StarFish Choir** (student reference sheet)

Project Objective:

sprites change looks and play sound when clicked

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

- 1. Sounds (pink blocks)
 Set instrument

 set instrument to 1

 Play note

 play note 60 for 0.5 beats

 Play drum

 play drum

 for 0.25 beats
- 2. Sequence it list in order.

```
play note 60 for 0.1 beats

next costume

play note 61 for 0.1 beats

next costume

play note 62 for 0.1 beats

next costume
```

3. Loop it *(orange blocks)*

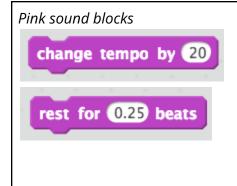


4. Trigger it (brown blocks)

```
when this sprite clicked

when space v key pressed
```

What do these commands do?



Pink sound blocks

```
set volume to 100 %
```

stop all sounds

Change look of sprite

```
next costume

set fisheye ▼ effect to 0

change fisheye ▼ effect by 25
```