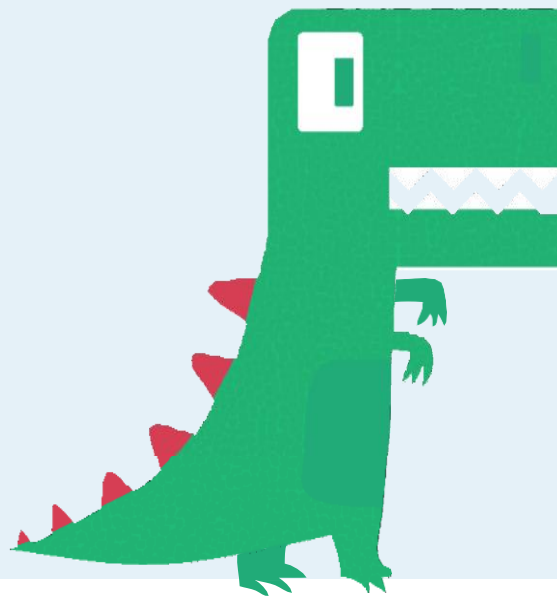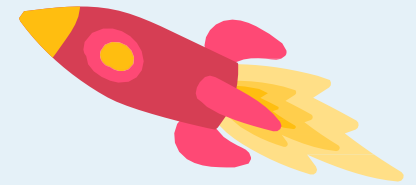Student workbook

Making melodies
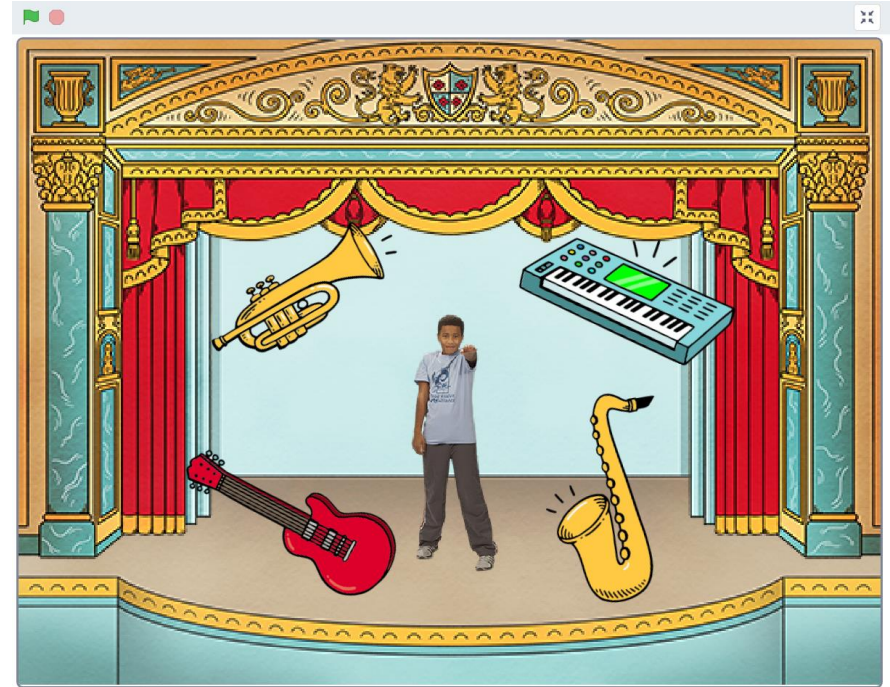
Code Playground

BARCLAYS

Making melodies
Code Playground Live

Coding is such a versatile tool that it helps you show your ideas in a different way. Like a paintbrush or a pen, it can be used in lots of projects.

This workbook will show one of the ways you can use code to make music.
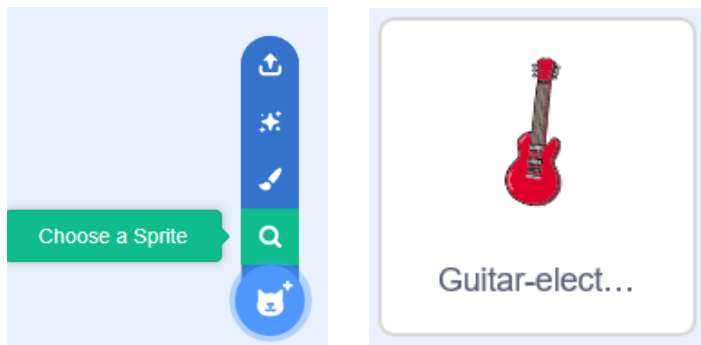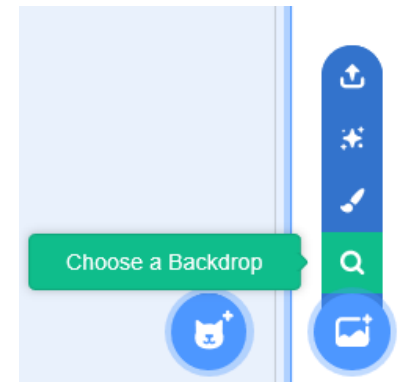
Hope you enjoy the project!
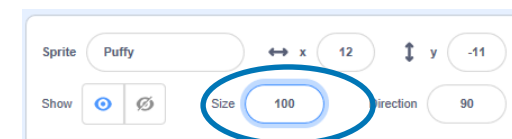
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Step 1
First we need to pick a backdrop for the project. Use the 'Choose a Backdrop' option and select a backdrop from the library. We have used the Theatre backdrop in this project

Step 2
Next we need to pick our instrument, use the 'Choose a Sprite' option and select an instrument from the library. In this guide we have used the 'Guitar-electric1' sprite.

**Top tip: use the 'size' sprite tool to help make your sprites fit on the screen

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Step 3
Again using the 'Choose a Sprite' option, pick a dancer character to use in your project. You can see all the dancer sprites by using the dance filter at the top of the library screen This time we have used the 'Ten80 Dance' sprite.
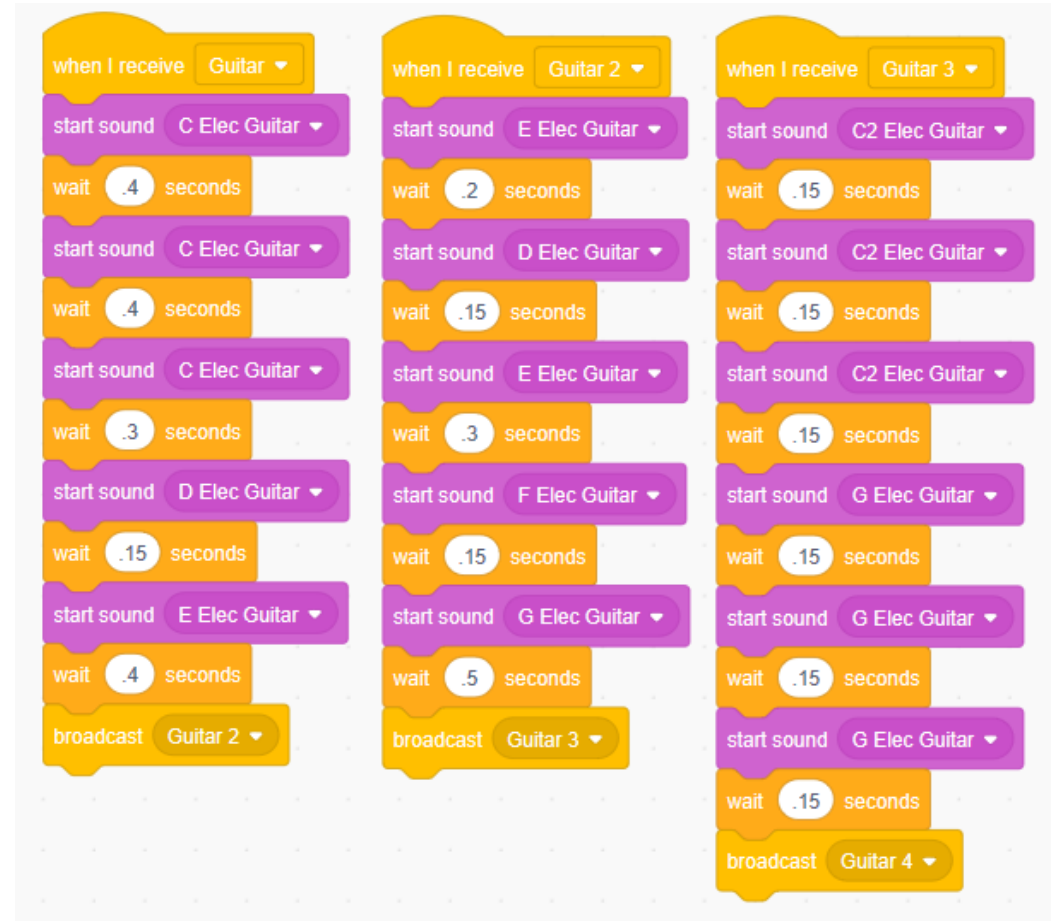
Now you're ready to start coding!

Ten80 Dance
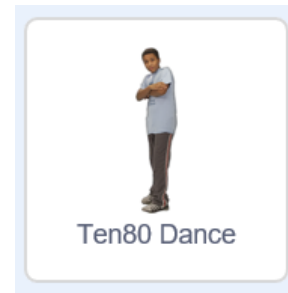
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Step 4

This project uses the musical note blocks in the instrument sprites and broadcast messages to control what the melody sounds like and when it plays.

Add all of the following code to the 'Guitar-electric1' sprite

Guitar-elect…

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Step 4
Continue to add this code to the 'Guitar-electric1' sprite

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Step 5
Next add these three scripts to the 'Guitar-electric1' sprite
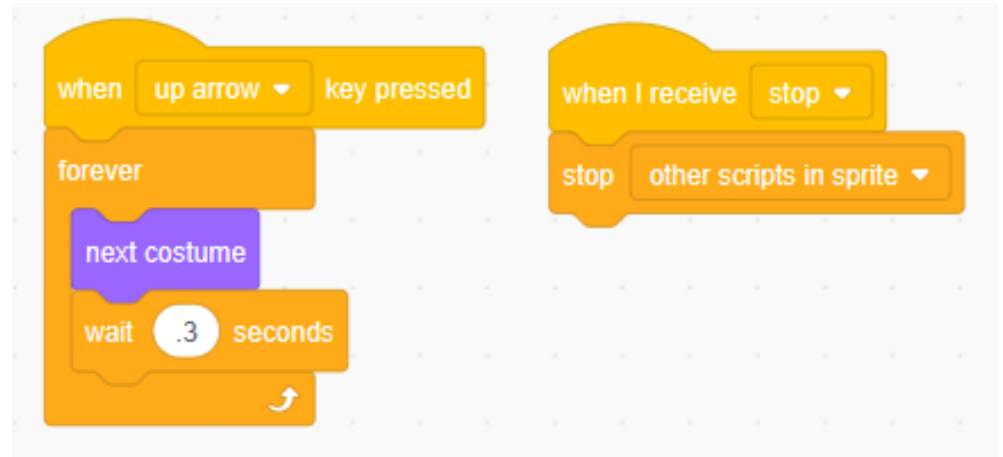
Guitar-elect…
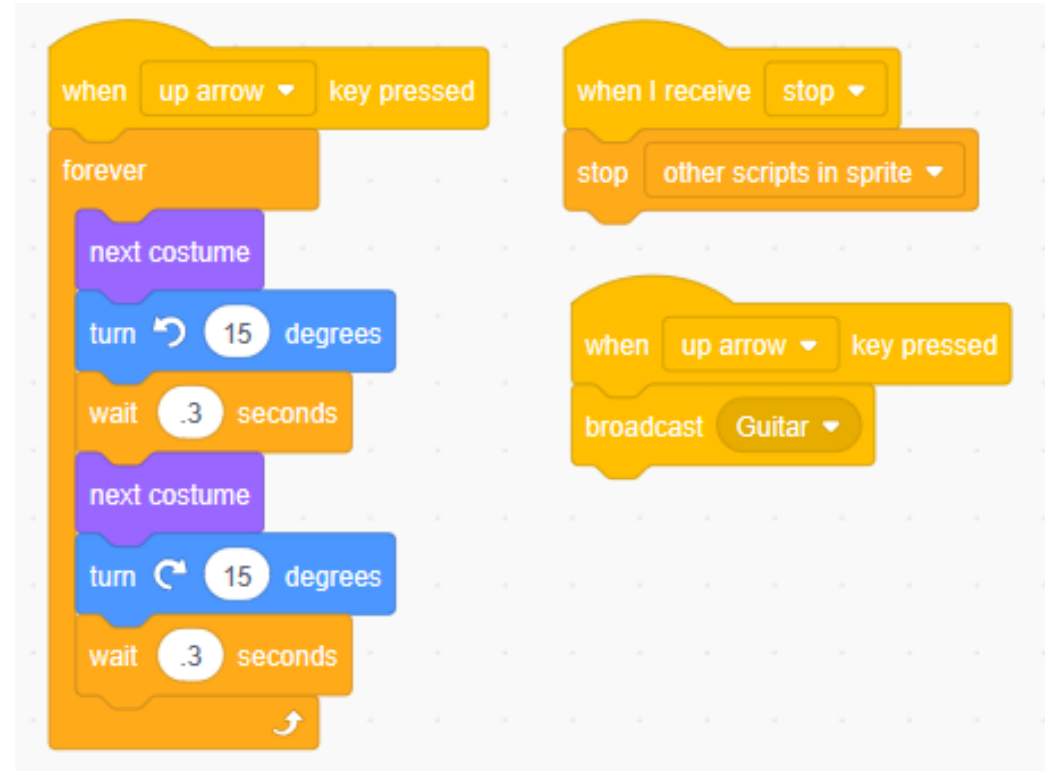
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Step 6
Now to code the dancer, click on the 'Ten80 Dance' sprite and add this code

Ten80 Dance

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Level up!

- Can you add more instruments?

- Can you add effects to your songs?

- Can you add drums to your songs?

- Using the music extension, can you make more complex songs?

- Can you create a tutorial for this project using your own song?

Notes

Code Playground