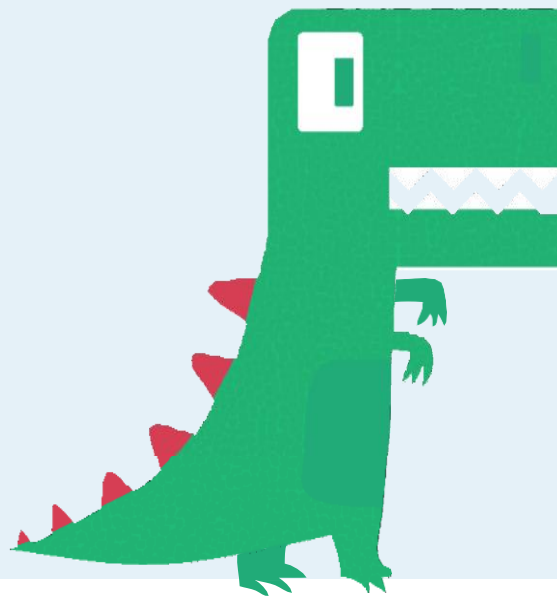
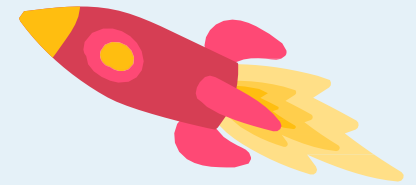


Student workbook

Making melodies

Code Playground



Next page ▶

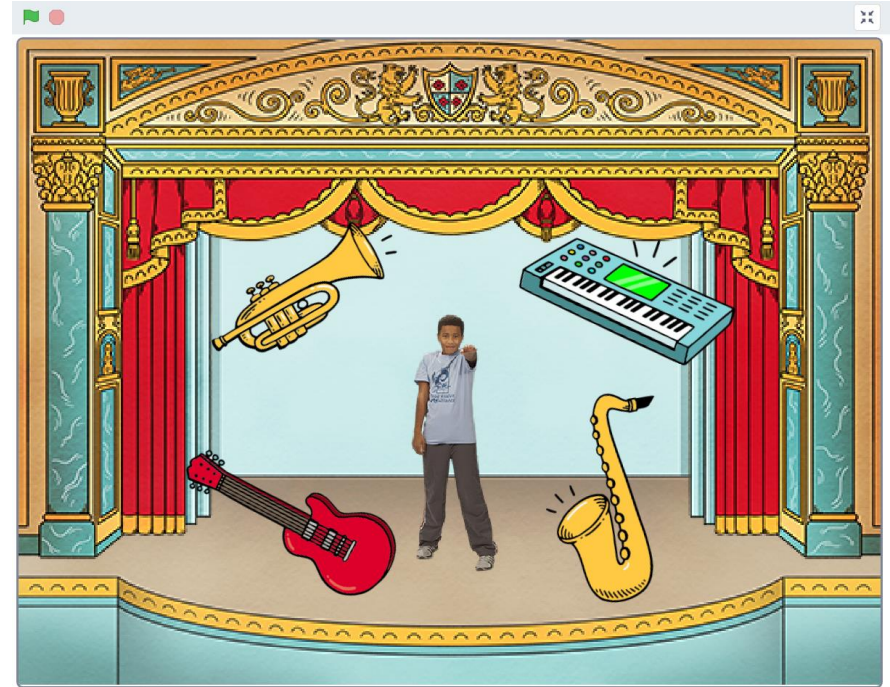
Making melodies

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!

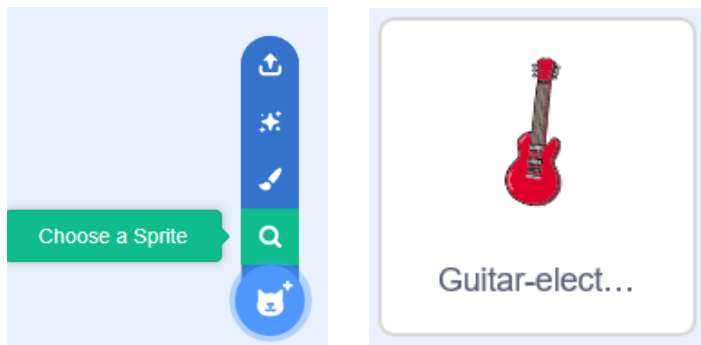
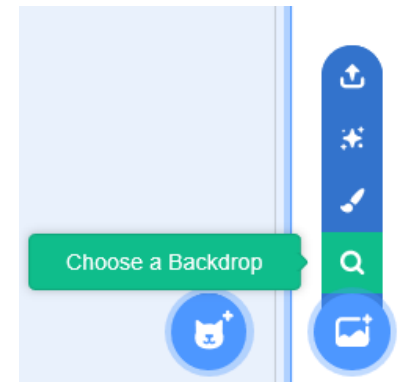


Making melodies

Code Playground Live

Step 1

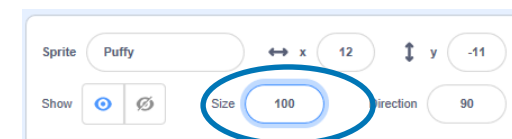
First we need to pick a backdrop for the project. Use the 'Choose a Backdrop' option and select a backdrop from the library. We have used the Theatre backdrop in this project



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



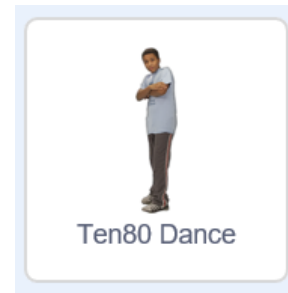
Making melodies

Code Playground Live

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!



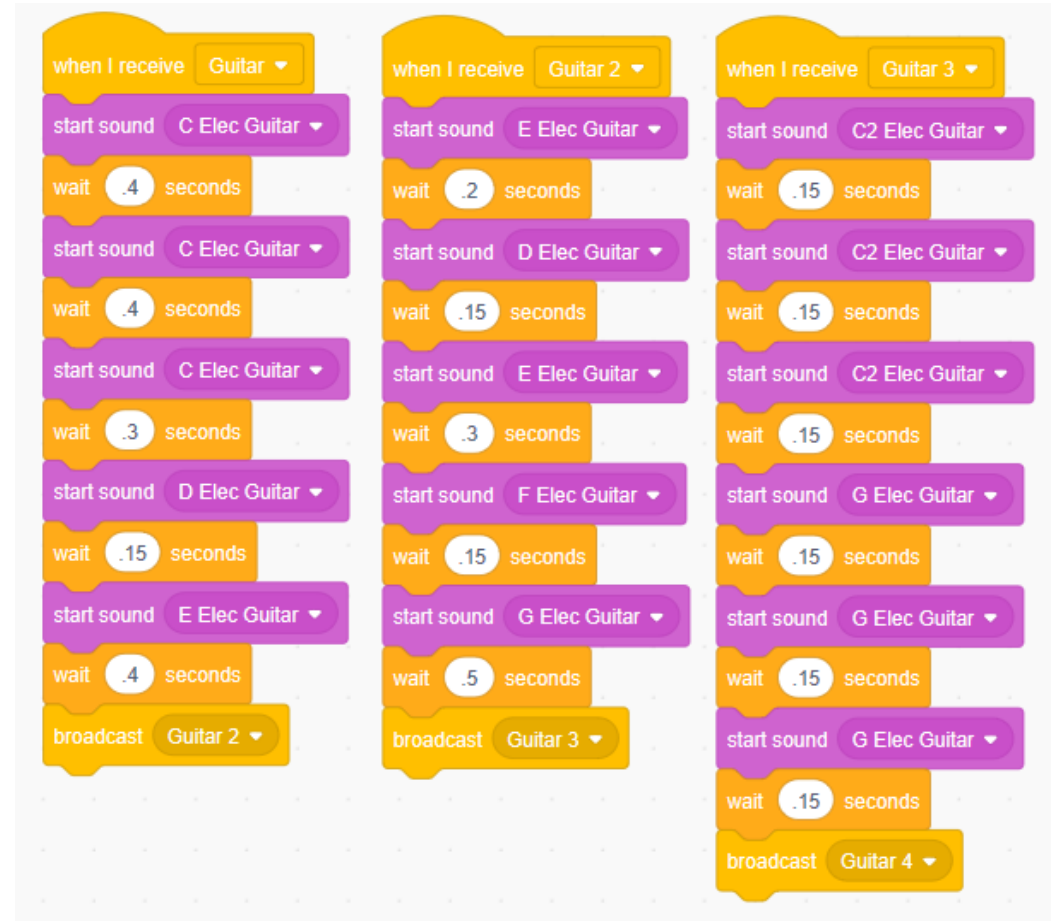
Making melodies

Code Playground Live

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



Script	Block 1	Block 2	Block 3	Block 4	Block 5	Block 6	Block 7	Block 8	Block 9	Block 10		
Guitar 2	when I receive Guitar	start sound C Elec Guitar	wait .4 seconds	start sound C Elec Guitar	wait .4 seconds	start sound C Elec Guitar	wait .3 seconds	start sound D Elec Guitar	wait .15 seconds	start sound E Elec Guitar	wait .4 seconds	broadcast Guitar 2
Guitar 3	when I receive Guitar 2	start sound E Elec Guitar	wait .2 seconds	start sound D Elec Guitar	wait .15 seconds	start sound E Elec Guitar	wait .3 seconds	start sound F Elec Guitar	wait .15 seconds	start sound G Elec Guitar	wait .5 seconds	broadcast Guitar 3
Guitar 4	when I receive Guitar 3	start sound C2 Elec Guitar	wait .15 seconds	start sound C2 Elec Guitar	wait .15 seconds	start sound C2 Elec Guitar	wait .15 seconds	start sound G Elec Guitar	wait .15 seconds	start sound G Elec Guitar	wait .15 seconds	broadcast Guitar 4

Making melodies

Code Playground Live

Step 4

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



```
when I receive Guitar 4
  start sound E Elec Guitar
  wait .15 seconds
  start sound E Elec Guitar
  wait .15 seconds
  start sound E Elec Guitar
  wait .15 seconds
  start sound C Elec Guitar
  wait .15 seconds
  start sound C Elec Guitar
  wait .15 seconds
  start sound C Elec Guitar
  wait .2 seconds
  broadcast Guitar 5

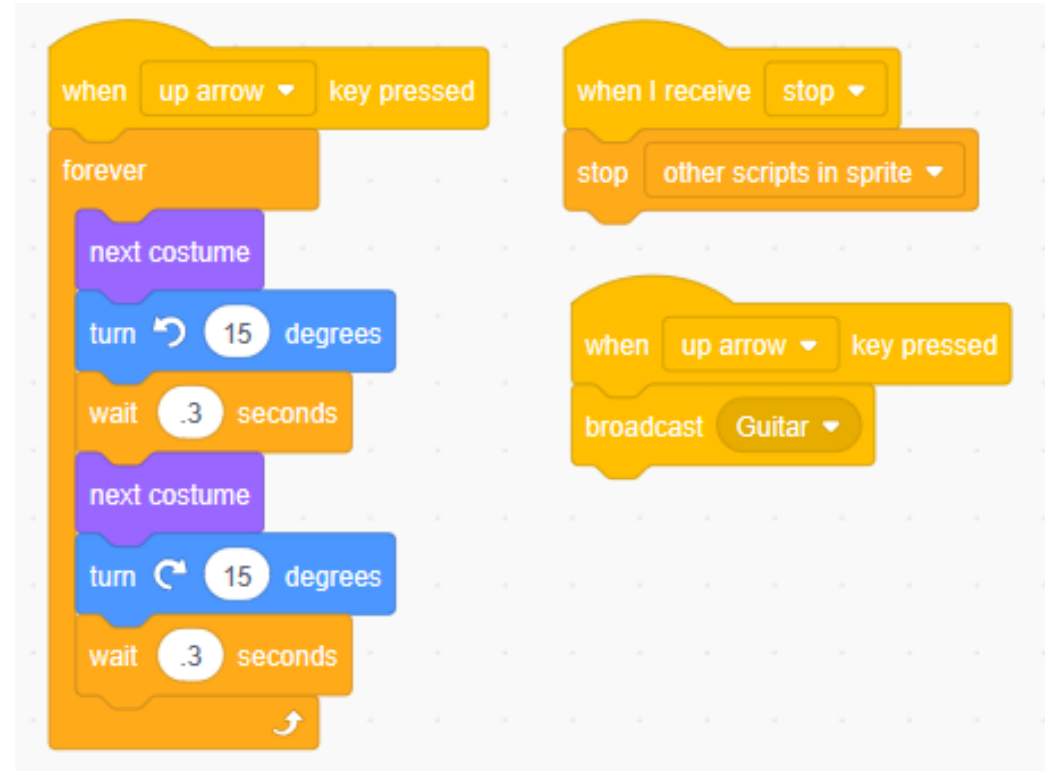
when I receive Guitar 5
  start sound G Elec Guitar
  wait .3 seconds
  start sound F Elec Guitar
  wait .2 seconds
  start sound E Elec Guitar
  wait .3 seconds
  start sound D Elec Guitar
  wait .2 seconds
  start sound C Elec Guitar
  wait .5 seconds
  broadcast stop
```

Making melodies

Code Playground Live

Step 5

Next add these three scripts to the 'Guitar-electric1' sprite

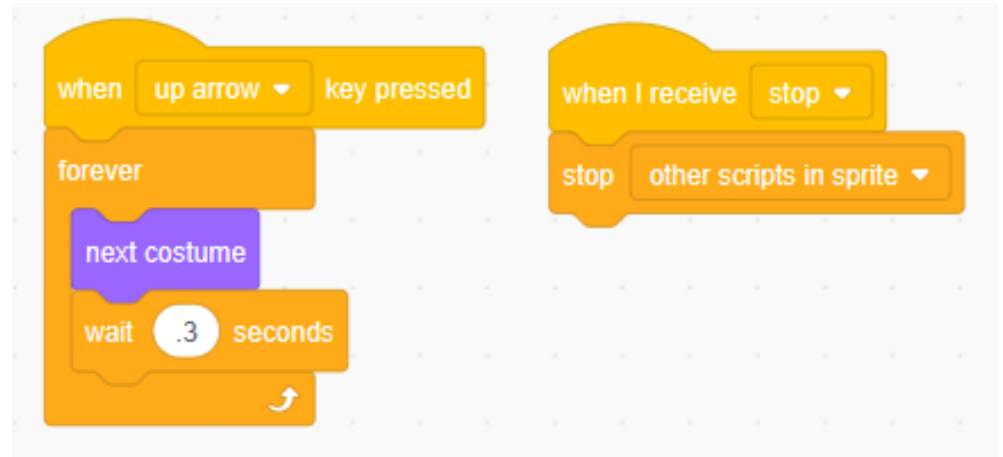


Making melodies

Code Playground Live

Step 6

Now to code the dancer, click on the 'Ten80 Dance' sprite and add this code



Making melodies

Code Playground Live

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