MUSIC MAKER

In this activity, students will create music with Splats. There are two student worksheets provided. These can be completed as a class or as independent work, depending on your students' familiarity with Splats.

SPLAT DRUM

RECOMMENDED FOR LOWER ELEMENTARY

Students will create a drumset with Splats.

Go to Worksheet 1 7

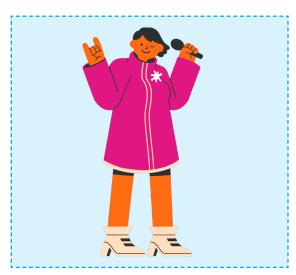


SPLAT BAND

RECOMMENDED FOR UPPER ELEMENTARY AND MIDDLE SCHOOL

Students will modify the example game "Simple Keyboard" to create their own Splat band.

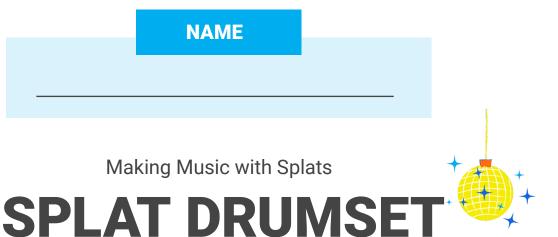
Go to Worksheet 2 🔀



OPTIONAL

This activity can be used alongside Dance Machine to create music to dance to!



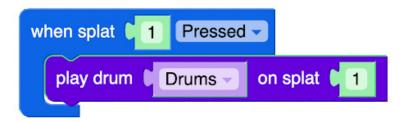


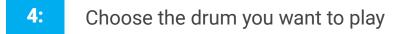


- 1: Create a new project.
- How many Splats do you want to use (circle how many ⇒)

1 2 3 4 5 6

Drag out a WHEN SPLAT PRESSED BLOCK and add a PLAY DRUM BLOCK.









- Add the rest of your Splat drums.

 Make sure to change the Splat
 numbers!
- Save your project and write the name below.

EXAMPLE:

```
when splat Snare Drum on splat 1

when splat 2 Pressed play drum Crash Cymbal on splat 1

when splat 3 Pressed play drum Tambourine on splat 1
```

NAME OF MY PROJECT





Making Music with Splats

SPLAT BAND



Understanding the Code

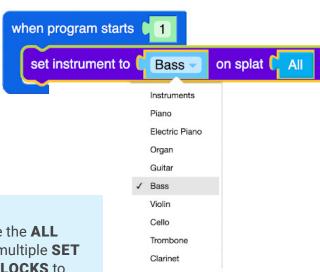
- 1: Open the example game SIMPLE KEYBOARD
- Which starting block plays music? (Circle one ⇒)
- Which starting block sets the instrument? (Circle one ⇒)

When Splat Pressed When Program Starts

When Splat Pressed When Program Starts

Modifying the Code

Change the instrument using the **SET INSTRUMENT BLOCK**



when program starts 1

set instrument to Bass on splat 1

set instrument to Piano on splat 2

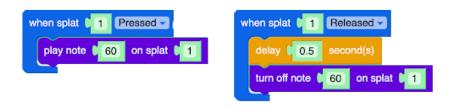
set instrument to Organ on splat 3

set instrument to Clarinet on splat 4

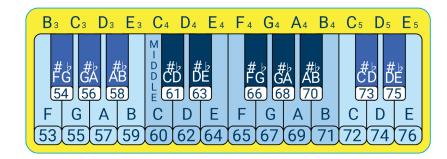
set instrument to Violin on splat 5

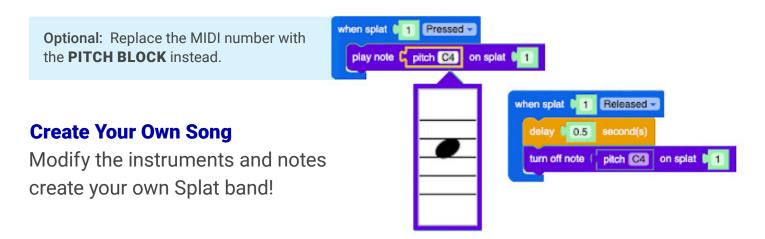
set instrument to Trombone on splat 6

Optional: Remove the ALL BLOCK and use multiple SET INSTRUMENT BLOCKS to set Splats to different Instruments Change the notes by changing the number in the **PLAY NOTE** and **TURN OFF NOTE BLOCKS**. Make sure this number matches!



These blocks use a system called **MIDI** to assign each note a number.





Save Your Creation

Save your project and write the name below.

