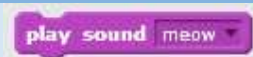
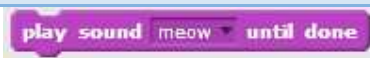
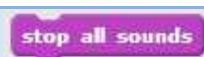






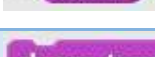



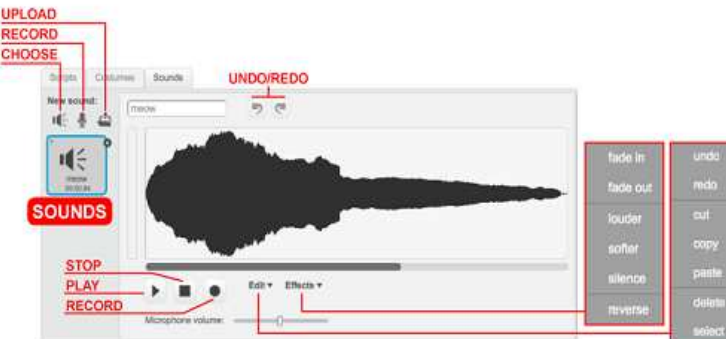



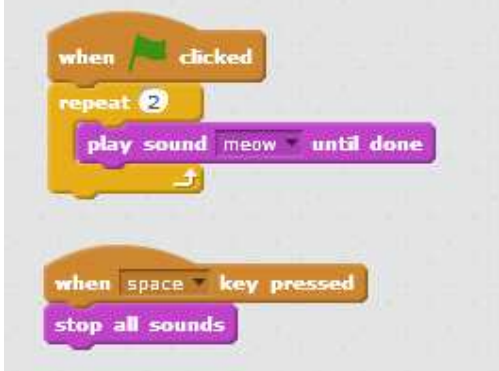



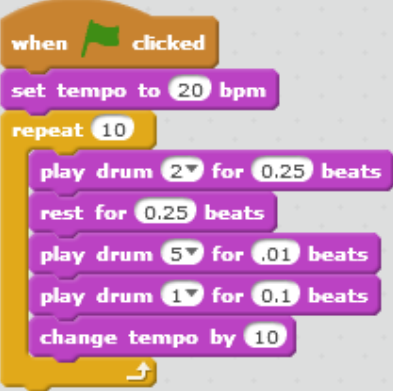
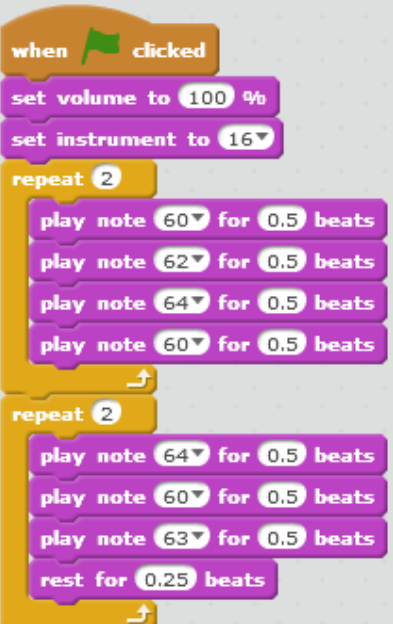
Sound Blocks (Making Some Noise)


Sound blocks play music and add sound effects to your Scratch application projects. Sound blocks are coloured pink. There are sound blocks that let you playsounds and drum beats, select different types of instruments, control playbackvolume, and modify tempo.

Sound Block	Description
	Plays the specified sound file while allowing the script file in which it is inserted to keep executing.
	Plays the specified sound file, pausing script execution until the sound file has finished playing.
	Halts the playback of any sound files currently being played.
	Plays a drum sound selected from the block's pull-down menu a specified number of seconds.
	Pauses sound playback for a specified number of beats.
	Plays a musical note selected from the block's pull-down menu a specified number of beats.
	Specifies the instrument to be used when playing musical notes.
	Changes a sprite's volume by a specified value.
	Sets a sprite's sound volume to a specified percentage level.
	Retrieves a numeric value representing a sprite's sound volume.
	Alters a sprite's tempo by a specified number of beats per minute.
	Assigns the number of beats per minute to be used as a sprite's tempo.
	Retrieves a numeric value representing a sprite's tempo.

Sound Blocks - Activities

Sl. No.	Activity Name	Activity Image
1	Explore Sound Tab (Choosing and Recording Sounds)	
2	Play a Sound	
3	Say Meow	
4	Play a sound until done	
5	Stop All Sounds	

6	Playing Drums	 <pre> when green flag clicked set tempo to 100 bpm repeat 10 play drum 2 for 0.25 beats rest for 0.25 beats play drum 5 for .01 beats play drum 1 for 0.1 beats </pre>
7	Change Tempo	 <pre> when green flag clicked set tempo to 20 bpm repeat 10 play drum 2 for 0.25 beats rest for 0.25 beats play drum 5 for .01 beats play drum 1 for 0.1 beats change tempo by 10 </pre>
8	Playing note -Nursery Rhyme.	 <pre> when green flag clicked set volume to 100 % set instrument to 16 repeat 2 play note 60 for 0.5 beats play note 62 for 0.5 beats play note 64 for 0.5 beats play note 60 for 0.5 beats repeat 2 play note 64 for 0.5 beats play note 60 for 0.5 beats play note 63 for 0.5 beats rest for 0.25 beats </pre>

9	Marching Cat	 <pre>when clicked point in direction 90 set rotation style left-right set volume to 100 % repeat 100 move 5 steps next costume play drum 1 for 0.25 beats wait 0.2 secs change volume by -1 if on edge, bounce repeat 100 move 5 steps next costume play drum 1 for 0.25 beats wait 0.2 secs change volume by 1 if on edge, bounce</pre>
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10 Piano

The image displays a Scratch project titled "Piano". At the top, there is a slider control labeled "which instrument" with a value of 12. Below it is a simple piano keyboard with 13 keys. The bottom section of the interface shows the "Sprites" panel with 13 costumes labeled NoteC, NoteC#, NoteD, NoteD#, NoteE, NoteF, NoteF#, NoteG, NoteG#, NoteA, NoteA#, NoteB, and NoteC8. The NoteC8 costume is currently selected. The script area contains the following code:

```

when this sprite clicked
  switch costume to c2
  wait 0.1 secs
  switch costume to c1
  set instrument to which instrument
  play note 72 for 0.5 beats
    
```

11 Twinkle Twinkle
little Star tune.

