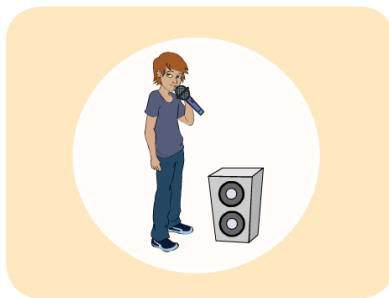
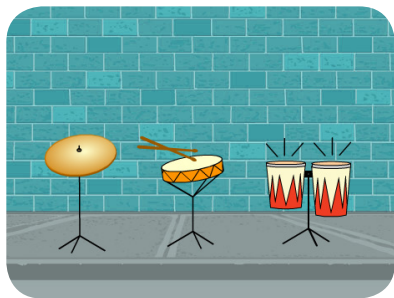
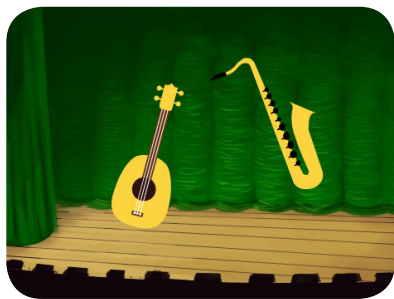


EDUCATOR GUIDE

Make Music

With this guide, you can plan and lead a one-hour workshop using Scratch. Participants will choose instruments, add sounds, and press keys to play music.



Workshop Overview

Here's a suggested agenda for a one-hour workshop:



IMAGINE
10 minutes

First, gather as a group to introduce the theme and spark ideas.



CREATE
40 minutes

Next, help participants as they create musical projects, working at their own pace.



SHARE
10 minutes

At the end of the session, gather together to share and reflect.

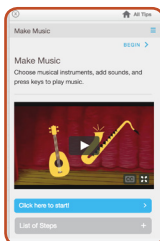
Get Ready for the Workshop

Use this checklist to prepare for the workshop.

Preview the Tutorial

The *Make Music* tutorial shows participants how to create their own projects. Preview the tutorial before your workshop and try the first few steps:

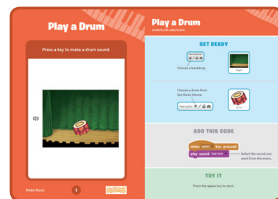
scratch.mit.edu/music



Print the Activity Cards

Print a few sets of *Make Music* cards to have available for participants during the workshop.

scratch.mit.edu/music/cards



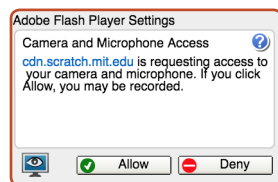
Make sure participants have Scratch accounts

Check sound on computers or laptops

Check to make sure that the sound output is working on the computers or laptops. You may want to make headphones available (including headphone splitters to allow participants to listen together).

Check microphone if recording sounds (optional)

For the optional step of recording sounds, see if the computers have a microphone (sound input) turned on or added. Tip: To record sounds in Scratch, participants will need to check “Allow” to give Scratch access to the microphone:



Imagine



Begin by gathering the participants to introduce the theme and spark ideas for projects.

Warm-up Activity: Repeat a Rhythm

Gather the group in a circle and get ready to make music. Take turns tapping or clapping a short rhythm, then have the group repeat it back.

Provide Ideas and Inspiration

Show the introductory video for the *Make Music* tutorial. The video shows a variety of projects for ideas and inspiration.



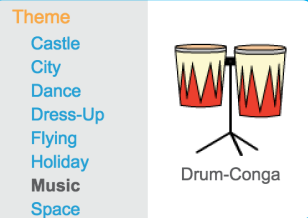
View at scratch.mit.edu/music or vimeo.com/llk/music



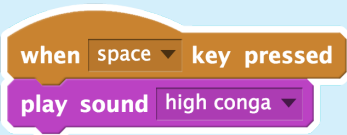
Demonstrate the First Steps

Demonstrate the first few steps of the tutorial so participants can see how to get started.

In Scratch, choose a new sprite and select a drum from the Music theme.



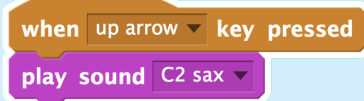
Make the drum play a sound when you press a key:



Make it play a rhythm:



Choose an instrument from the music theme and make it play a note.



Create

Support participants as they create musical projects, on their own or in pairs.

Start with Prompts

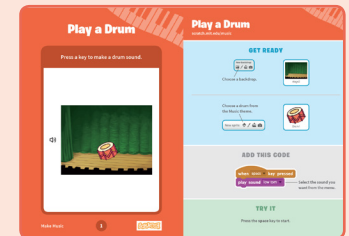
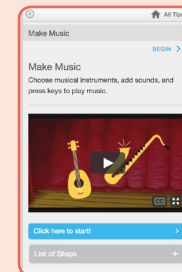
Ask participants questions to get started

Which instruments or sounds do you want to try first?

What kind of rhythms or musical patterns can you make?

Provide Resources

Offer options for getting started



Some participants may want to follow the online tutorial: scratch.mit.edu/music

Others may want to explore using the printed activity cards.

Suggest Ideas for Starting

- Choose a drum or other instrument
- Press a key to play a sound
- Create a rhythm
- Try changing the rhythm



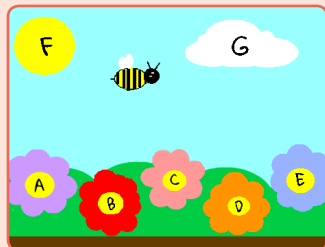
More Things to Try

- Add musical instruments
- Add animation
- Play with musical patterns
- Use beatbox sounds in a loop
- Play a random note or sound
- Record short sounds to play

Keep going! Expanding and enhancing projects

Check in with participants as they work and offer support to take their projects further.

- Suggest that participants experiment with new instruments and ways of adding sound to their projects.
- Get inspired by someone else's project: What have they tried? What variations might you try?

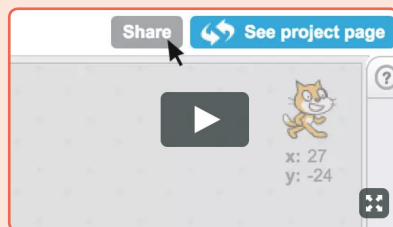


Prepare to Share

Suggest adding instructions so others know how to play the project, such as which keys to press.

To add instructions and credits to a project online, click the button: **'See project page'**.

This video shows how to share a project on the Scratch website: vimeo.com/llk/share



Share

Have participants walk around the room to see and listen to each others' musical projects on their computers or laptops.

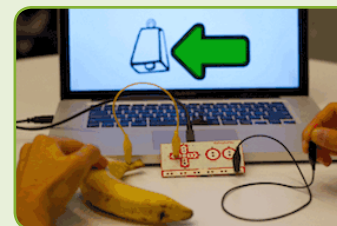
Reflect as a group:

What do you like best about the project you made or heard?"

What else might you like to add?"

What's Next?

If you have access to Makey Makey boards (makeymakey.com), you can connect a Scratch project to the physical world. Participants can interact with their musical projects using coins, clay, cardboard, and more.



Scratch + Makey Makey

To learn how to use Makey Makey with Scratch, see scratch.mit.edu/makeydrum or scratch.mit.edu/makeypiano

Scratch is a project of the Lifelong Kindergarten Group at the MIT Media Lab.