



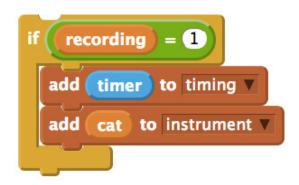
## Activity Checklist

Level

Create two new lists (for all sprites). Call one of them **instrument** and the other **timing**.

Create a new variable (for all sprites) called recording.

For each of your instruments (drum, piano, each sound sample etc.), you will need to add the following items to the when I receive block.

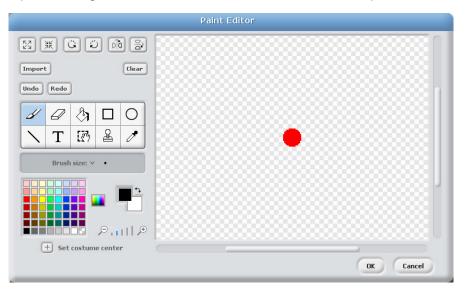


Change the word "cat" in add [cat] to [instrument v] to match the name of the message used to play this sound.





Draw a new sprite and give it a red circle costume. Name this sprite "Record".



Create a script that sets **recording** to 1 and deletes all of **instrument** and **timing** when clicked.

## Test your project

Try clicking the **record** button. What happens when you play instruments?

Create another sprite and give it a costume in the shape of a green arrow. Call this "**Play**".

	Paint Editor
x ; ; ; ; ;	
Import	
Undo Redo	n
Brush size: ¥ •	
Pull®	
+ Set costume center	
	OK Cancel

Create a new variable called index for Play only.

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{code
club}

Now we need to make the playback actually do something. Add this script to "Play"

when Play clicked
set recording <b>v</b> to <b>0</b>
set index V to 1
reset timer
forever
if item index of timing V < timer
broadcast item index of instrument V
change index V by 1
if index > length of timing V
stop script



Press the green play button. what happens?

Now click the red record button and play some instruments. When you're done,

press the green play button again. What happens?

Play some more instruments without pressing record. Then play the green play button again. What happens?

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