



SCENARIO		
Title	MUSIC AND KEYBOARD	
Summary	This exercise is about learning basics on Block Programming with Mbot. During this exercise student will learn about download FREE MP3, asign audio in MBLOCK and also working on asign KEY from keyboard to execute commands.	
Author/s	AIJU	
DIDACTIC OBJECTIVES		
 Teach basics of coding by block Learning about BLOCK CODING, using KEYBOARD to interactuation with SCRATCH Downloading FREE MP3 files from internet Learning Music Scale and Rhytm 		
Music X	Mathematics □ Information Technology X Robotics □	Programming X
Education Level: 10-12 years X 12-14 years □		

PROBLEM STATEMENT







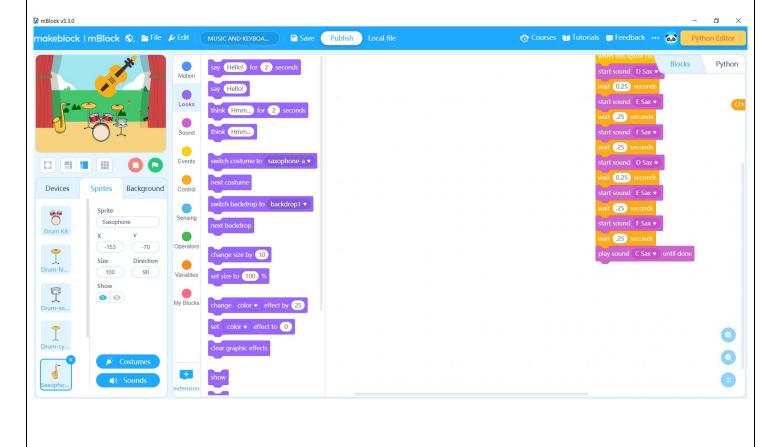




Begin to teach programming to students through simple block language and image assignment. In a simple way, students begin to understand concepts such as variables, assignments, conditionals.

BOM (Bill Of Materials needed)

- MBOT software 5.3.0v
- Assets from MBOT software







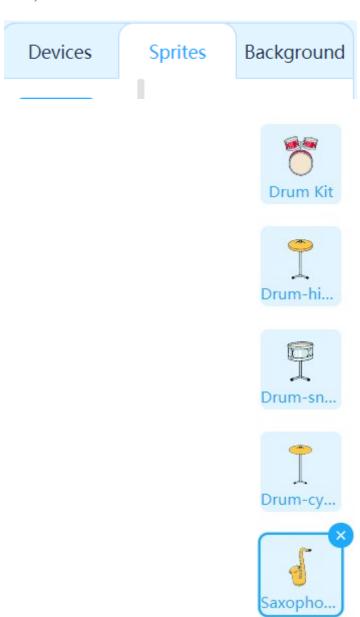






ACTIVITY DESCRIPTION

First, we need to create scene:

















And background:



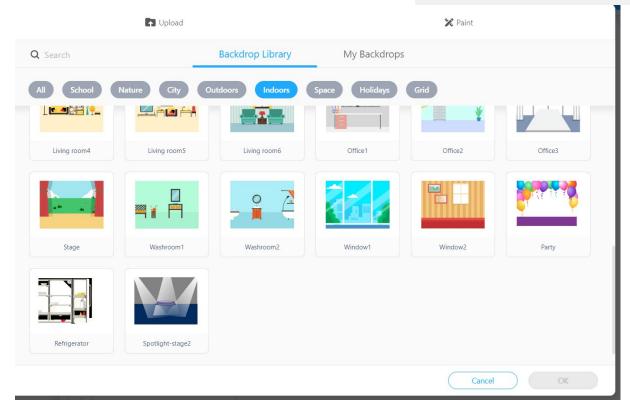












Create visual scene:





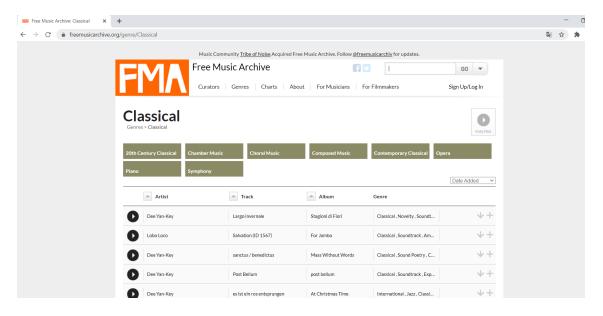




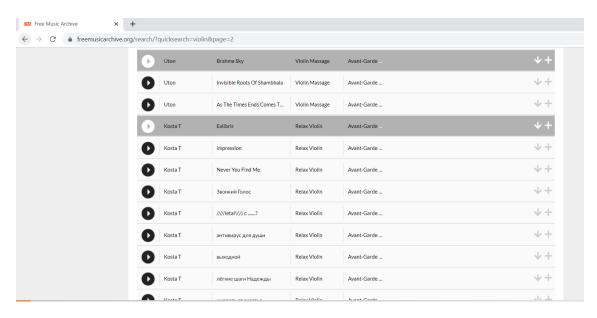




Now, ,we go to Internet Browser to download a FREE MP3:



Downloading: Kosta T - Exlibris.mp3 file



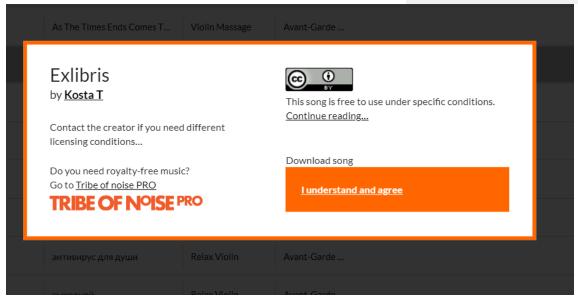












Going back to MBOCK, we will asign MP3 to CELLO Sprite:



Click in Add sound, Upload Button and selecting file from Desktop folder:

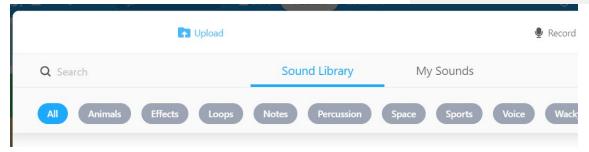












Finally, we will create this BLOCK CODE, when we Press v Key, MP3 will be sound:



Now we will asign sounds and Keys to other instruments:

DRUM KIT,



keys SPACE, d, f, sounds "DRUM BASS3", "HIGH TOM", "LOW TOM"













DRUM HITHAT



KEY a, "HIHAT CYMBAL" SOUND



DRUM SNARE



KEY s, play sound "FLAM SNARE"













SAXOPHONE



CLICKING OVER SPRITE, PLAY A MUSIC SCALE













DRUM CYMBAL



KEY c, PLAY SOUND "CRASH CYMBAL"



STUDENTS' EVALUATION

The way to evaluate the students would be for them to demonstrate on paper how they have developed the exercise and to use the program / game to check the solutions.

SCALABILITY

Regarding the concept of scalability, the complexity could be increased by adding problems that need more letters and functionalities





