

6.3 Carnival in the Forest

Intro

Exciting dance from the aborigines and the beautiful music played by Mike, how wonderful it is! Let's make it happen in Scratch 2.0 now!

Tasks

1. Achieve auto-play via importing external txt file into the list
2. Use "ask.. and wait" block to achieve interaction between man and the computer.

Start Learning

Here's the numbered musical notation of a cute song *Ten Little Indians*

Ten little Indians

1=F 1 1 1 1 1 1 3 5 5 3 1
One lit - tle, two lit - tle, three lit - tle indi - ans.

2 2 2 2 2 2 7 2 2 7 5
Four lit - tle, five lit - tle, six lit - tle indi - ans.

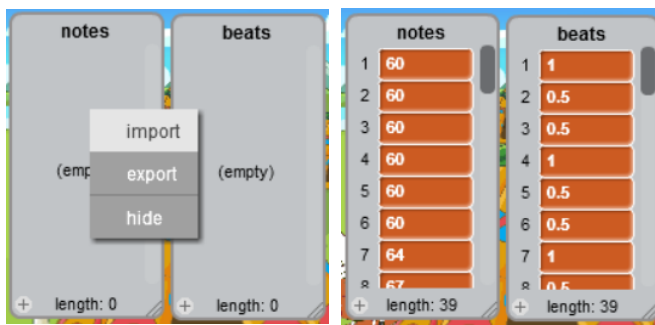
1 1 1 1 1 1 3 5 5 3 1
Seven lit - tle, eight lit - tle, nine lit - tle indi - ans.

2 2 2 5 5 1 - - 0
Ten lit - tle indi - an boys.

Then let's create 2 txt files for notes and beats.

6.3-beats.txt	6.3-notes.txt
1	60
0.5	60
0.5	60
1	60
0.5	60
0.5	60



Import the 2 texts into the list.



★ Practice

Use what you've learnt from the last section to create an auto-play program.

Achieve



Sprite	Program	Program Concept
 Mike	<pre> when green flag clicked set instrument to 18 set tempo to 150 bpm set order to 1 repeat (length of notes) play note (item order of notes) for (item order of beats) beats change order by 1 </pre>	

Tips

Use `set volume to 150 %` to adjust the tempo, and use `set instrument to 1` to change the instrument.

Additional Training

Use "ask... and wait" block to create an interactive program between man and the computer.

Sprite	Program	Effect
 Mike	<pre> ask "What instrument should I choose? (1. Piano; 2. Electronic keyboard.)" and wait set instrument to answer </pre>	

Homework

Play another song using the list. You can also compose your own song!

What You've Learnt?

Adventure Diary (Self-Assessment)

Gas Station (Other's Assessment)

