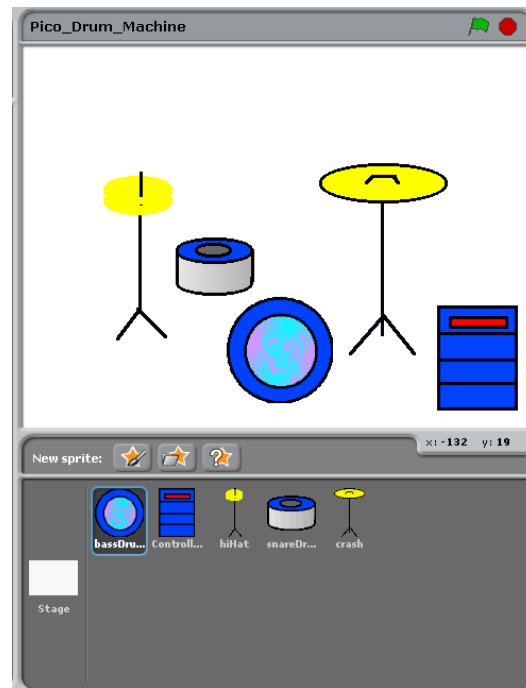


Programming Pico / Scratch DrumKit

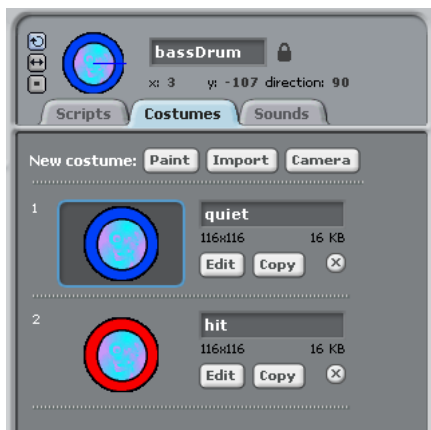
Sprites Needed:

- a. bassDrum
- b. snareDrum
- c. hiHat
- d. crash
- e. Controller

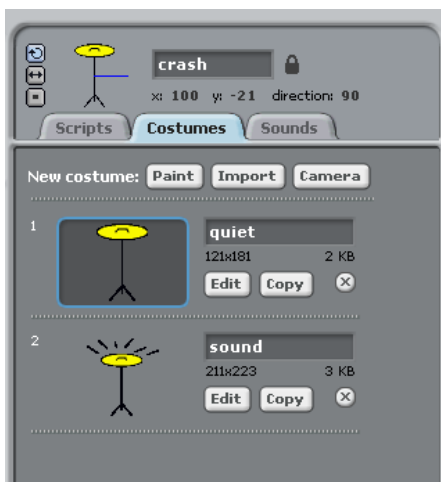
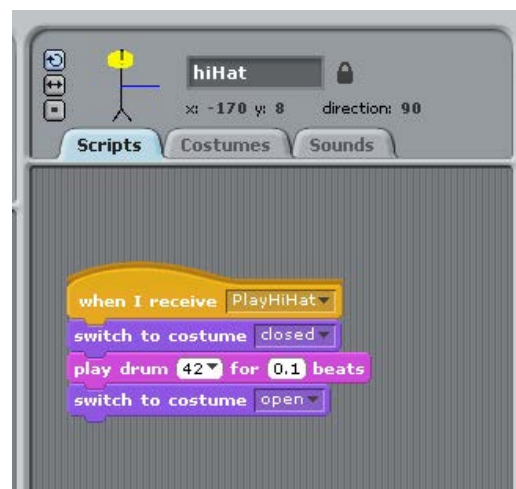
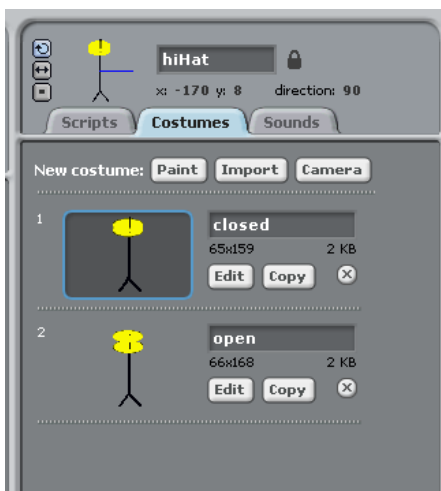


Process:

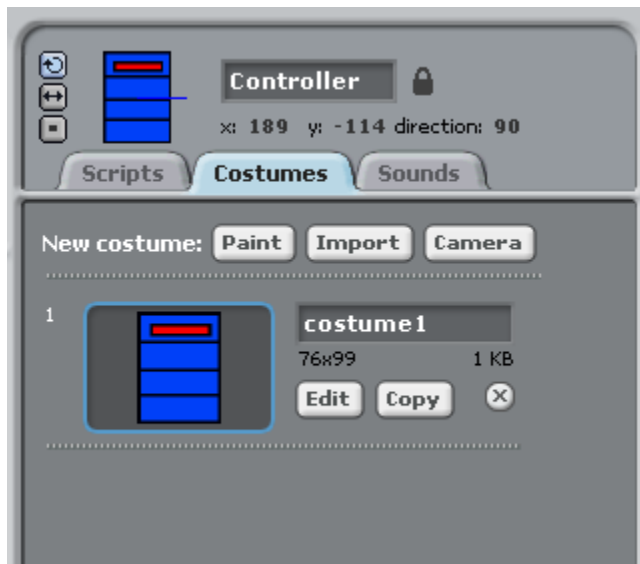
1. Start Scratch. Save Project as Pico_DrumKit
2. Create the bassDrum Sprite. It will need two costumes: 'quiet' and 'hit'. Assemble the Scripts for the bassDrum Sprite. Be sure to name the 'when I receive' command 'PlayBassDrum.'



3. Assemble the Scripts for the snareDrum, hiHat, and crash Sprites:



4. Create the Controller Sprite and Costume:



5. Program the Controller Sprite to 'listen' for the Pico Board Connections and call the 'Broadcast' commands to play the drum sounds when the A, B, C, or D sensors are read.

