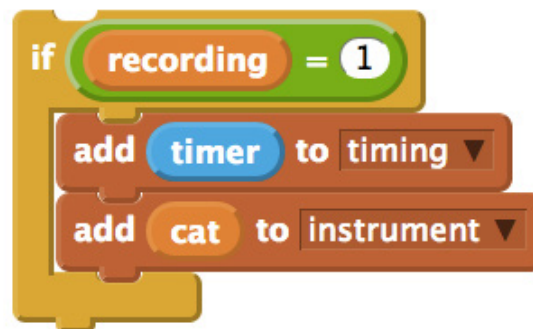


### ✓ Activity Checklist

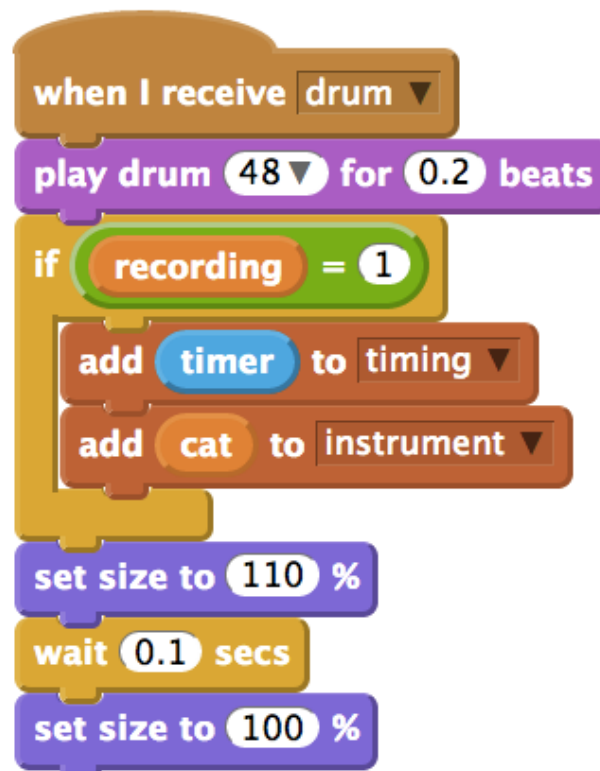
Create two new lists (for all sprites). Call one of them **instrument** and the other **timing**.

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

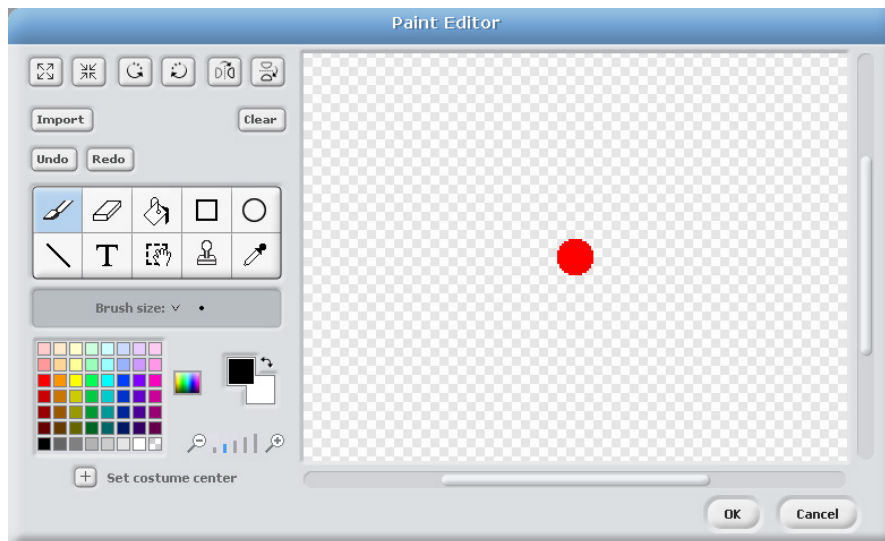
For each of your instruments (drum, piano, each sound sample etc.), you will need to add the following items to the **when I receive** block.



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"**.



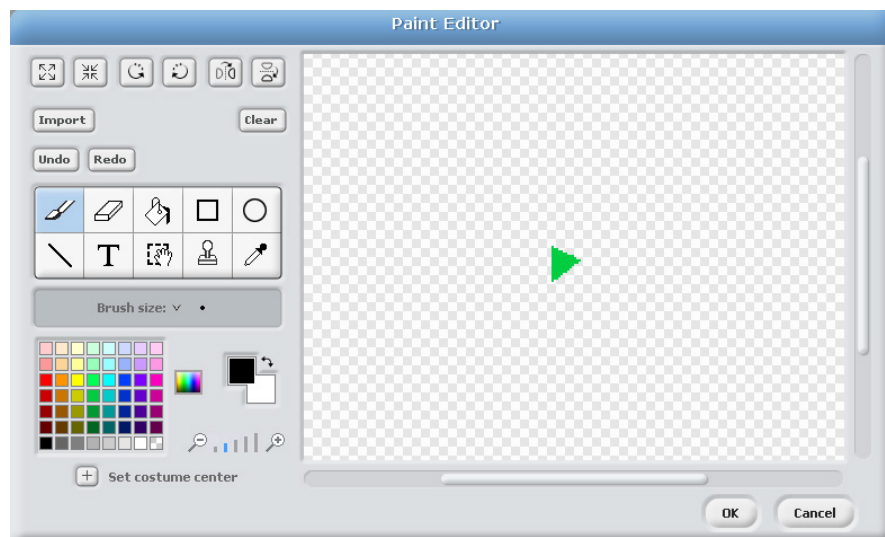
Create a script that sets **recording** to 1 and deletes all of **instrument** and **timing** when clicked.



## Test your project

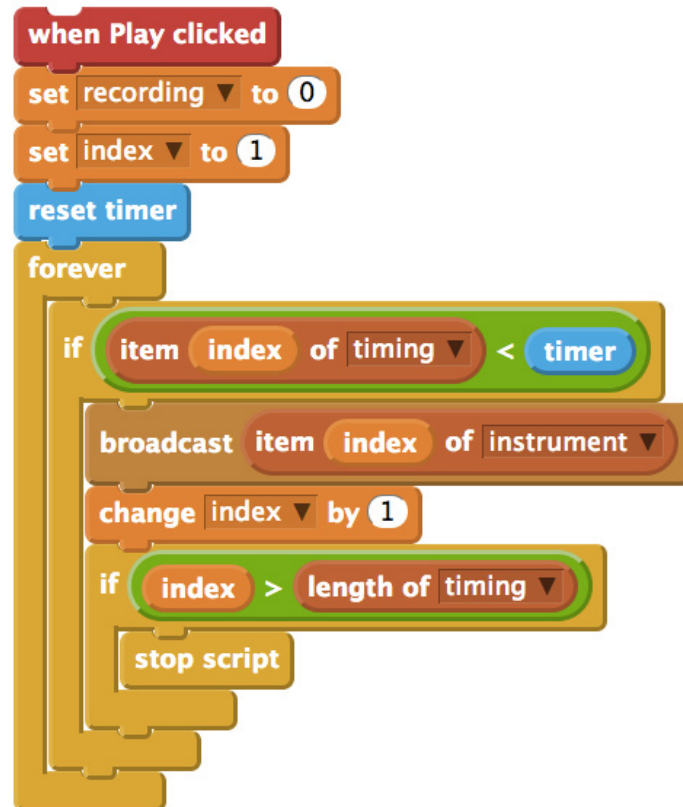
Try clicking the **record** button. What happens when you play instruments?

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



Create a new variable called **index** for **Play only**.

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



## Test your project

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?