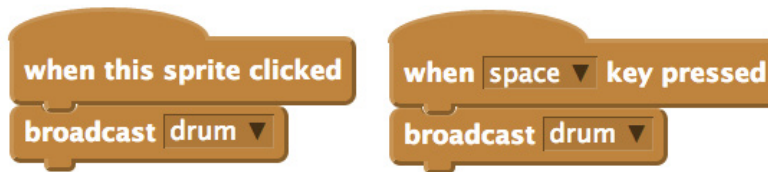




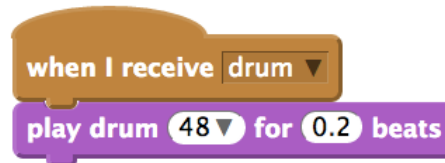
Activity Checklist

Import a new sprite and choose **Things -> Drum**. Name the sprite **"Drum"**.



We want the drum to make a sound when we click it or press the **space** key.

Now we need to make a **sound** when it receives **drum**. You can change the number if you want to change the sound the drum makes.



Try changing the **appearance** to make it obvious which instrument was played.

