

Computing - Programming Music with Scratch Knowledge Organiser

debug - to find and fix errors in code.

genre - a category of films with similar styles and themes.

input - information sent to a computer or program from a device, like a keyboard or mouse.

loop - a repeated sequence of instructions.

nested loop - a loop inside another loop, used to repeat actions multiple times within a larger repeated action.

output - information sent from a computer or program to a device, like a monitor or speakers.

pitch - how high or low a sound is.

program - a set of instructions that a computer follows.

remixing - changing and improving an existing project to make it your own.

repeat - to do something again multiple times.

rhythm - the pattern of long and short notes.

tempo - the speed of music (fast or slow).

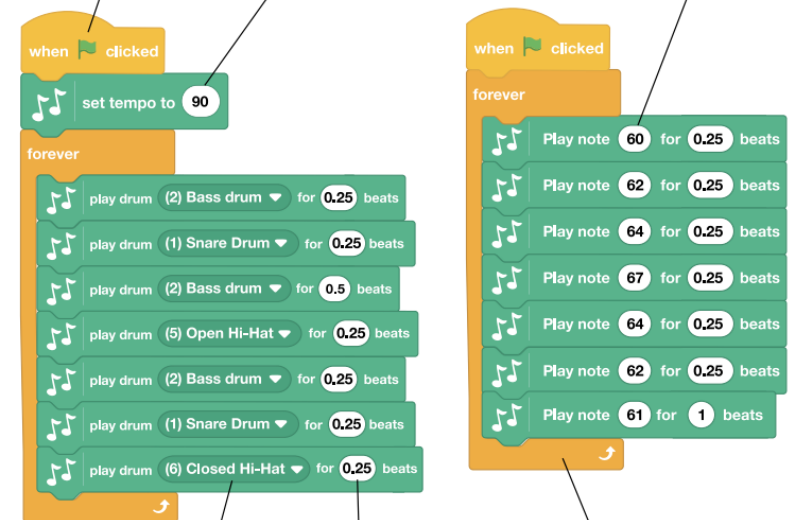
soundtrack - the music and sounds that go with a movie, game or story.

Creating a soundtrack in Scratch

This is the input to start the program.

The tempo sets how fast or slow the music will play.

This note can be changed to different pitches.



This is the type of drum that has been selected.

This is how long the note plays.

The forever block repeats the blocks inside it continuously until the program is stopped.



Remixing Debug Pitch Rhythm Genre