

Music Maker

60 minutes

Microbit Basics

WHAT THIS LESSON DOES

Embark on a musical journey by creating a new project named 'Music Maker'. Learn to add music code using the 'music.play' function and design your own melody. Finally, test your creation by pressing the 'A' button, either on the simulator or on your physical Microbit.

WHAT STUDENTS SHOULD BE ABLE TO DO

- Develop skills to create a new project in a digital environment.
- Understand and apply the 'music.play' function in coding to create melodies.
- Modify tempo in music code to alter the speed of the melody.
- Design a personalised melody using the provided tool.
- Test and evaluate the functionality of the created music code on a simulator or physical device.

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HOW THE LESSON RUNS

Create a New Project

Add the Music Code

Test Your Music