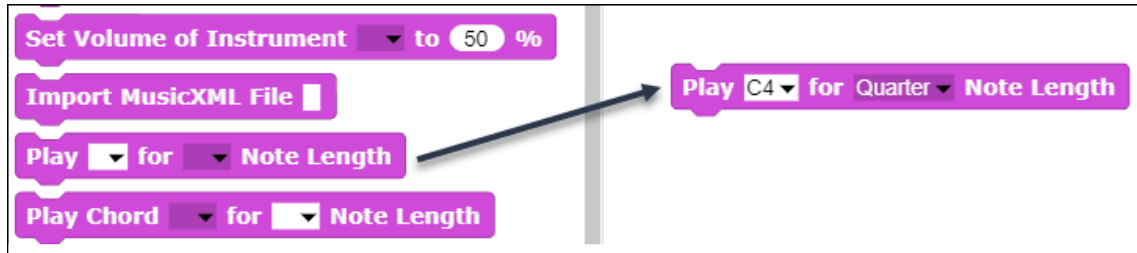


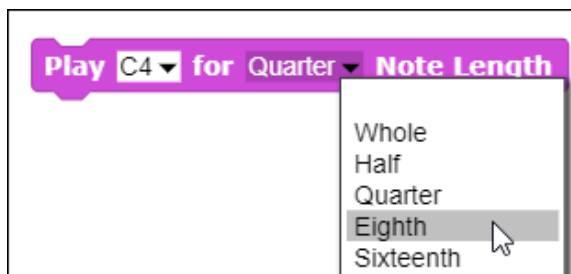
## Creating a Series of Notes

This is a hands-on activity. Go to *TuneScope.org* and try each activity as you read about it.

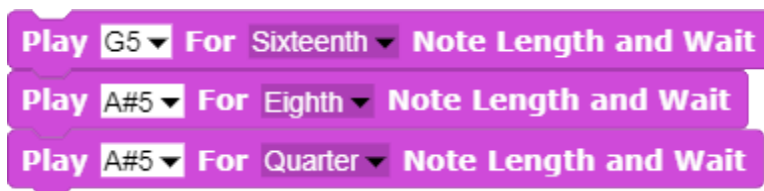
You can drag code blocks in the *Command Palette* into the adjacent script area to create programs. In the illustration below, the code block **Play C4 for Quarter Note** has been dragged into the script area. Clicking this code block causes the note *C4* to be played for a duration of one quarter note.



The note *C4* is *middle C* on a piano keyboard (i.e., the note C in the fourth octave of the keyboard). Drop-down menus can be used to access other notes and durations. (Notes can also be typed directly into the input slot.)



Combine code blocks to play a series of notes. For example, the opening notes of the blues song *Crossroads* are G5, A#5, and A#5. Now, on your computer, combine the following three code blocks to play these notes.



The first note (G5) lasts for one-sixteenth of a note, the second note (A#5) lasts for one-eighth of a note, and the third note (A#5) lasts for one-quarter of a note. The **Play Note and Wait** code block waits until one note is completed before beginning the next note. The music notation “#” is pronounced “sharp”; for example: “A Sharp” (in this example). (The sharp keys are the black keys on a piano keyboard.)

Now, on the computer, create your own three-note sequence. You can either use notes from a favorite song or create your combination of notes.