

What you need to know

playNote()

playNote(note, beats)

rest()

rest(beats)

for-loop

for i in range(number):

 # lines of code you want replayed

Set Up

- Create a new project and name it **Under the Sea - Little Mermaid**
- Change the **bpm** to be 200
- Make sure the **time signature** is 4/4

Drum 1

- Add a **Drum** cell to project
- Select the **909 Drumkit**
- Create a rest that is 7 beats long
- Add 2 eighth notes playing the ride cymbal from the **909 Drumkit**
 - Find which number is associated with ride
 - Hint: An eighth note is half of 1 beat, beats = 0.5
- Put the lines of code you've written in a for-loop

Drum 2

- Add a **Drum** cell to project, select **Percussion Sounds**
- Copy the code below into the cell

Frogs

- Add a **Drum** cell to project
- Select the **Whistles** instrument
- Add 1 rest
- Add 2 eighth notes playing the *frogs* sound from **Whistles**
 - Find which number is associated with frogs
 - Hint: An eighth note is half of 1 beat, beats = 0.5
- Add 1 rest
- Add 2 sixteenth notes playing the *frogs* sound from **Whistles**
 - Hint: A sixteenth note is a quarter of 1 beat, beats = 0.25
- Add 4.5 rests
- Put the lines of code you've written in a for-loop

Bubbles

- Locate the **Bubbles** cell. Inside there is a line with a playSound function that
- Add two playSound lines with beats = .25
- Add .25 rests
- Add two playSound lines with beats = .5
- Add .5 rests
- Add a playSound line with beats = 1
- Add 4.75 rests

Intro

Pattern A 

Pattern A 

Pattern A 

- In this section you are going to create the introduction to the song
- Add a **Keys** cell and select the **Marimba** instrument
- The code below includes the notes for the intro, copy the code into the cell you just created. Notice however the beats for each `playNote()` have not been added yet!
- The introduction is an 8-beat rhythm, that's played two times. Below is the sheet music that hold the rhythm for the introduction. We have added the number of beats that each note corresponds to in TunePad. Your job is edit each `playNote()` to have the correct number of beats, based on the rhythm in the picture. ***Remember that the pattern repeats, so after the first 8 notes, you will need to start the pattern again***

Goal: Understand how to create specific rhythm patterns in TunePad

Special Challenge: Melody

Now we're going to add the melody!

- Add a cell and select the **Brass** instrument (Synth → Samples → Brass)
- Click on the three dots in the right corner of your cell, and click **Toggle Note Names**. This will let you see the note names on the keyboard.
- The code below is providing the

Sheet music for Cello, 4/4 time, tempo 200. The music is written in bass clef with a key signature of two flats (Bb and Eb). The notes are labeled with letter names and octave numbers (e.g., Bb3, Bb3, Bb3, A3, C4, Bb3, F3, D3, F3, D3, C3, F3, D3).

5

9

13

17

21

- Provide the sheet music, with the letters, BUT not the numbers, they can find the numbers
 - Maybe provide a keyboard with the key names if students don't know

OR provide this section with notes but no beats, give them a key with note value equaling beat values