Frère Jacques

# Introduction

In this activity you will place blocks in the correct sequences and subroutines to play the song *Frère Jacques*.

Open the [Frére Jacques](https://ncce.io/prg1-fj) (ncce.io/prg1-fj) Scratch program.

Work in pairs as directed by your teacher to complete the tasks below.

### Task 1: The Frère Jacques sequence

| Move the blocks into the correct sequence so that the lyrics to the song *Frère Jacques* are in the correct order. The first one has been done for you.  To help you, try listening to the melody again. Your teacher will have placed this in a shared area for you to access. |  |
| --- | --- |

### Task 2: Make your subroutines

| Listen to each block of music sequences (the green blocks) by using a single click on the block.  Place the sequence under the appropriate subroutine headings. |  |
| --- | --- |

### Task 3: Listen to your music

| Now press on the **Green flag** on the top right-hand side of the screen to listen to your program play. |  |
| --- | --- |

### **Explorer Tasks**

### Task 4: Make a round

A round is to play or sing the same melody but start at different times. *Frère Jacques* is perfect for this. The second instrument would start playing once the first instrument has finished the first two lines of *Frère Jacques*.

#### 4.1: Make a second instrument

| The first task is to ‘duplicate’ the piano and all of the code that you have placed into the correct sequence. |  |
| --- | --- |

#### 4.2: Broadcast messages

| Through Scratch you can use the **Broadcast** block to send a message out to other sprites in your program that can prompt them to run code.  Make sure that you have selected your first keyboard sprite, then click on the **Events** button on the left-hand menu and drag **Broadcast message1** into your program.  You need your program to broadcast a message when you would like the second instrument to start. Place the broadcast block into your code where you would like this to happen.  ***Hint****: Read the paragraph at the start of the activity to help* |  |
| --- | --- |

### 4.3: Use broadcast to tell your second keyboard when to start

| Select your second keyboard.  Remove the **When green flag is clicked** block. Be careful to only remove this block and not the blocks attached below it.  ***Hint:*** To do this, you will first need to click and drag the **Set instrument to (1) piano** block away from it and then drag the **Green flag** block off to the left-hand side of the screen back into the commands panel.  Replace the **Green flag** block with the **When I receive message1** block. |  |
| --- | --- |

### 4.4: Run your program

| Run your program and listen.  Has it worked?  If not, go back to your first keyboard. Are you broadcasting in the correct place?  If it did work, try adding in a third piano.  Hint: You will need to broadcast a different ‘message 1’. You can create a new message by clicking on the **Drop-down arrow** next to ‘message1’. |  |
| --- | --- |

Resources are updated regularly — the latest version is available at: [ncce.io/tcc](http://ncce.io/tcc).

This resource is licensed under the Open Government Licence, version 3. For more information on this licence, see [ncce.io/ogl](http://ncce.io/ogl).