wonder
workshop

DJ Dot Challenge
Activity Guide

DJ Dot Challenge

Club Leader Notes

Give Dot (or Dash) the best samples and song loops to win the DJ Battle!

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Objectives

Note: This activity will work with Dash or Dot.

Kids will:

- Discuss the parts of a song and the concept of sampling.
- String together a variety of sounds to create a song.
- Practice creating loops.
- Learn how to add randomization to a state machine.

Materials & Prep

Required

🔵 Dot

Optional

🔵 Dash

- Craft materials to decorate your DJ.

Time Required

⏰ 30 minutes

Concepts Covered

- Sequences
- Loops
- Randomization
- Cues and Behaviors

🔊	Sound: Silly
🔊	Sound: FX
🔊	Sound: Happy
🎤	Sound: Custom
⚪	Top Button Pressed
1️⃣	Button 1 Pressed
2️⃣	Button 2 Pressed
3️⃣	Button 3 Pressed
🔵	The Listener

Warm Up

- Show these videos to any Wonder beginners:

  ▶ All About Cues

  ▶ Creating & Deleting States

  ▶ Using Loops

  ▶ Using Branching

- Ask the kids to explore the sounds in Wonder, including the **Custom Sound** feature

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Level 1

Program your DJ to play a single song loop.

- Download the starter program using this key: **hv7b**

- Run the program, and Dot will play a loop of sounds after you press the top button.

Level 2

Program your DJ To play a different song loop for each button.

- In your state machine, create 4 branches, one for each button. Each branch should have its own loop of sounds.

- Each branch should loop back to **Start**.

- Download the solution key **hzrf** to see how it's done.

Level 3

Set up the program so that you can interrupt the main loop of sounds with small musical interludes. After an interlude plays, the main song loop should continue.

- Program a main song loop that runs when you start the program.

- Program interludes that can be triggered by the orange buttons. These should interrupt the main song when you press the buttons.

- Make sure the program returns to the main song loop after each interlude.

- If you are using Dash, you can add some movement to your state machine.

- **Solution key:** **t7g6**

Notes:

DJ Dot Challenge

Activity Sheet

Give Dot (or Dash) the best samples and song loops to win the DJ Battle!

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Level 1

Program DJ Dot to perform a song when you press the Top Button. The song should be a loop containing several sounds.

☐ Download the starter program using this key: **hv7b**

☐ Run the program, and watch DJ Dot play a loop of crazy sounds!

Level 2

Add more loops to DJ Dot's performance. Each button should play its own loop of sounds.

☐ Create a loop that starts when you press Dot's top button.

☐ Create a loop for each of the orange buttons.

☐ Remember to close your loop so the song can repeat over and over.

Try these behaviors and cues:

Level 3

Set up the program with one main loop of sounds (the main song) that plays automatically. Program the buttons to play their own musical interlude and then return to the main loop.

(An interlude is a short piece of music that is inserted between the main parts of the song.)

☐ Program a main song loop that runs when you start the program.

☐ Program interludes that can be started by pressing the orange buttons. These should interrupt the main song when you press the buttons.

☐ The program should return to the main song loop after each interlude.

☐ If you are using Dash, you can add some fancy moves to your state machine!

Try these behaviors and cues:

Ideas

• Try different types of sounds and see how they sound together. Sometimes unexpected combinations are the funniest.

• If you use your own sounds, be sure to use a different **Custom Sound** slot for each different sound.