

# Osmo Coding Jam

## “Chicken Rap”

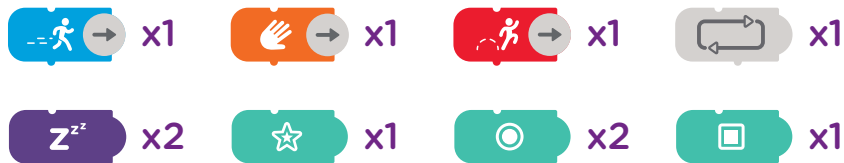
**Created by:**  
Breakmaster Cylinder

**Difficulty:**  
Advanced

**Teaches:**  
Loops  
Quantifiers  
Subroutines



### What You'll Need:



### Characters Needed:





# Melody

1. Create your subroutines:

The first subroutine is defined by a teal button with a circle icon. Its body contains a grey loop block, a teal star button, a purple 'Z<sup>z</sup>' button, and an orange hand block with a right-pointing arrow.

The second subroutine is defined by a teal button with a square icon. Its body contains a red block with a person icon and a left-pointing arrow, an orange hand block with a left-pointing arrow, a grey loop block, a purple 'Z<sup>z</sup>' button, and an orange hand block with a left-pointing arrow.

The third subroutine is defined by a teal button with a star icon. Its body contains a grey loop block with a yellow '2' multiplier, a purple 'Z<sup>z</sup>' button, and an orange hand block with a left-pointing arrow.

2. Create your melody:

The melody sequence consists of five blocks stacked vertically: a purple 'Z<sup>z</sup>' block with a yellow '4' multiplier, a teal circle button with a yellow '2' multiplier, a teal square button, a purple 'Z<sup>z</sup>' button, an orange hand block with a right-pointing arrow, and a teal circle button.



# Bass

1. Create your subroutines:

The workspace shows three subroutines being created, each with a unique icon in a teal header:

- Subroutine 1:** Header with a circle icon. Body contains a loop block and a square icon block.
- Subroutine 2:** Header with a square icon. Body contains four blocks: an orange hand icon with a down arrow, a purple 'Z<sup>z</sup>' block, a blue walking person icon with a down arrow, and another purple 'Z<sup>z</sup>' block.
- Subroutine 3:** Header with a star icon. Body contains two blocks: a purple 'Z<sup>z</sup>' block with a yellow '3' and a blue walking person icon with an up arrow.

2. Create your bass:

The bass sequence consists of two stacked blocks:

- Top block: Teal header with a star icon.
- Bottom block: Teal header with a circle icon and a yellow '4' on the right side.



# Drums

1. Create your subroutines:

The first panel has a 'Start' icon (a circle with a dot) and contains four blocks: an orange hand icon with a down arrow, a blue walking icon with a left arrow, an orange hand icon with a right arrow, and a blue walking icon with a left arrow.

The second panel has a 'Stop' icon (a square with a dot) and contains four blocks: an orange hand icon with a down arrow, a blue walking icon with a left arrow, a red walking icon with an up arrow, and a red walking icon with a right arrow.

The third panel has a 'Star' icon and contains two blocks: a 'Start' icon and a 'Stop' icon.

2. Create your drums:

The drum sequence consists of the following blocks from top to bottom: a blue walking icon with a left arrow, a grey down arrow, a yellow '3', an orange hand icon with a right arrow, a green 'Star' icon, a yellow '2', an orange hand icon with a right arrow, a blue walking icon with a left arrow, an orange hand icon with a right arrow, a blue walking icon with a left arrow, a blue walking icon with a left arrow, a green 'Stop' icon, and a green 'Star' icon.



# Chords

(Create your own)

## 1. Create your subroutines

Three subroutines are shown, each with a unique header icon (circle, square, star) and a sequence of blocks representing actions and counts.

## 2. Create your chords:

A single chord is shown, consisting of a sequence of four blocks: a star icon, a hand icon with a right arrow and count of 2, a circle icon, and a hand icon with an up arrow.