

# Osmo Coding Jam

## “Frog Rock”

**Created by:**  
Breakmaster Cylinder

**Difficulty:**  
Intermediate

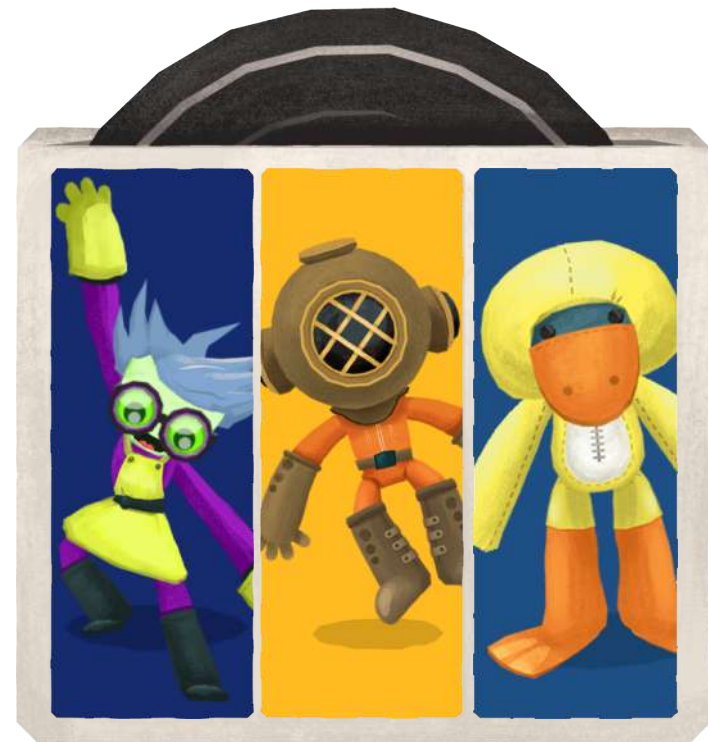
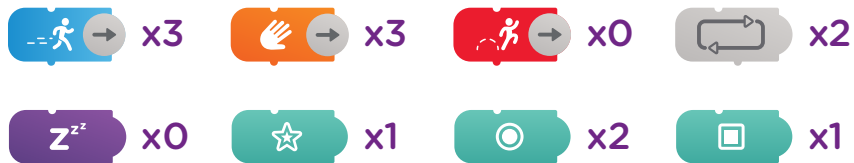
**Teaches:**  
Loops  
Nested loops  
Quantifiers  
Subroutines

### What You'll Need:



400

Chord Machine



### Characters Needed:





# Melody

1. Create your subroutines:

Three vertical panels illustrating subroutines:

- Panel 1:** A teal block with a circle icon. Below it, a light blue rounded rectangle contains a teal block with a square icon, followed by three blue blocks with a person icon and a left arrow.
- Panel 2:** A teal block with a square icon. Below it, a light blue rounded rectangle contains a grey loop block with a yellow '2' label, another grey loop block, and two blue blocks with a person icon and arrows (left and right).
- Panel 3:** A teal block with a star icon. Below it, a light blue rounded rectangle contains a grey loop block with a yellow '3' label, another grey loop block, and two blue blocks with a person icon and arrows (left and right).

2. Create your melody:

A vertical stack of three teal blocks containing a circle icon, a star icon, and a circle icon from top to bottom.



# Drums

1. Create your subroutines:

Three vertical light blue panels representing subroutines. The first panel has a teal header with a circle icon and contains a loop block and a 'Zzz' block with a yellow '4' tab. The second panel has a teal header with a square icon and contains a 'Zzz' block and a 'walk' block with an upward arrow and a grey '1' tab. The third panel has a teal header with a star icon and is empty.

2. Create your drums:

A vertical stack of seven blocks representing a drum sequence. From top to bottom: a teal circle icon block; an orange hand icon block with an upward arrow and a yellow '4' tab; an orange hand icon block with an upward arrow and a yellow '3' tab; an orange hand icon block with a downward arrow and a grey '1' tab; a teal circle icon block with a yellow '2' tab; a grey loop block with a yellow '2' tab; and a teal square icon block with a yellow '5' tab.



# Drums

1. Create your subroutines:

The first panel has a header icon of a circle with a dot. Below it is a purple block with 'Zzz' and a yellow block with '4'.  
The second panel has a header icon of a square. Below it are four orange blocks, each with a hand icon and a directional arrow (left, up, right, up).  
The third panel has a header icon of a star. Below it are four blocks: two orange blocks with hand icons and right/up arrows, and two blue blocks with a walking figure icon and down/up arrows.

2. Create your drums:

The stack consists of five items: a teal circle-dot icon with '2', a teal circle-dot icon with '2', a grey loop icon with '3', a teal square icon, and a teal star icon.



# Chords

(Create your own)

1. Create your subroutines:

The first panel has a circle icon at the top and contains four blocks: a square icon, a blue block with a person icon moving right (2), a blue block with a person icon moving right (2), and a blue block with a person icon moving left (4).

The second panel has a square icon at the top and contains three blocks: an orange block with a hand icon moving up (2), an orange block with a hand icon moving up (2), and a blue block with a person icon moving up (4).

The third panel has a star icon at the top and contains four blocks: an orange block with a hand icon moving right (2), an orange block with a hand icon moving right (2), a blue block with a person icon moving down (4), and an orange block with a hand icon moving left.

2. Create your chords:

The chord sequence consists of six blocks: a square icon with a yellow '2' on the right, a circle icon, a star icon, an orange block with a hand icon moving left (3), an orange block with a hand icon moving right (4), and a circle icon.