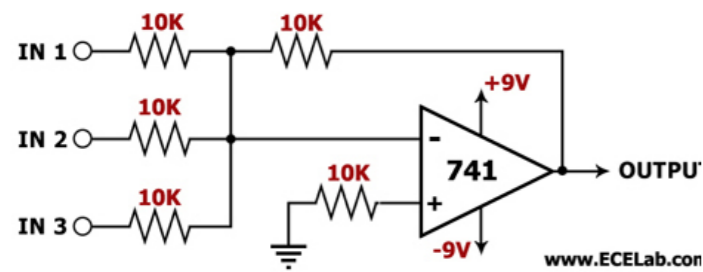
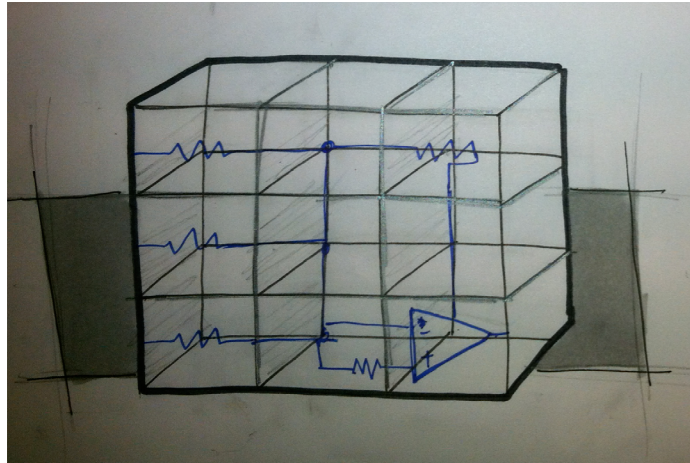


# Sound Pack

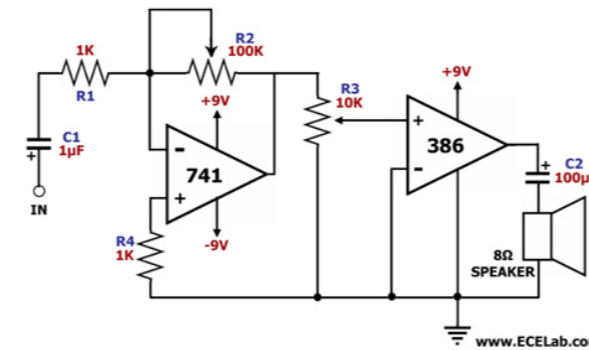
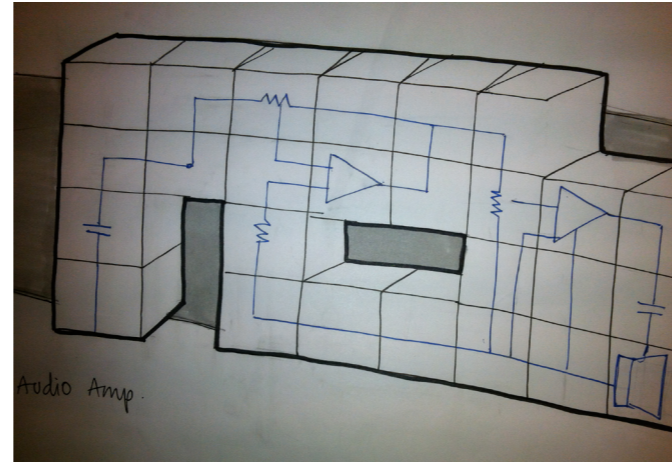
## 1. Audio Mixer



This is a very simple audio circuit. The idea is to progress from one challenge to the next and this particular circuit can be used alongside others.

- How many cubes involved?
- What learning outcomes does this meet?
- How many components are required?
- How does it interface with other circuits?

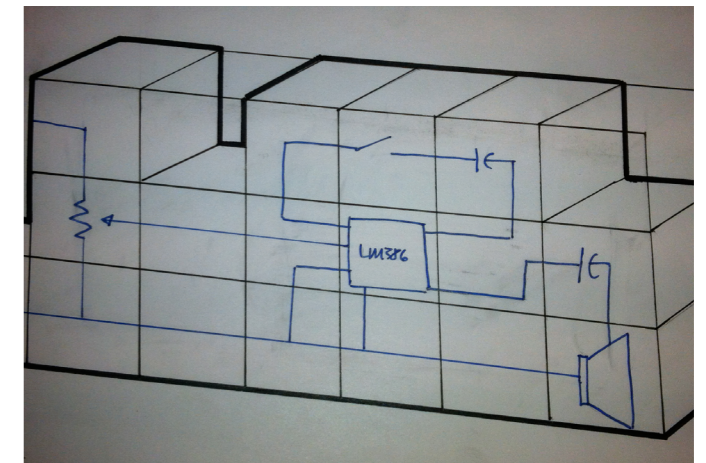
## 2. Audio Amp



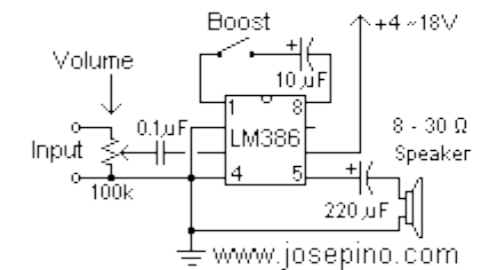
This circuit brings in the speaker aspect, building on the circuit constructed before.

- How does speakers interface with circuit?
- How many more components are required?
- How many more cubes are required?
- How many ways can the cubes be arranged?
- Which learning outcomes are met?

## 3. Pocket Amp



### General Purpose Amplifier



Now the concept of small audio circuits has been developed, this is beginning to take the form of a conventional speaker unit

- How many cubes involved?
- What learning outcomes does this meet?
- How many components are required?
- Is sound quality a major issue?

