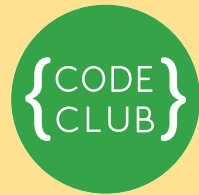


Scratch Card: Sound Sample



Keep track of your progress by ticking off the boxes below:

1. **Create a new sprite** and make it resemble the sound you will be making. ☐

2. In the **sounds** tab, **create a new recording** or **import** a sound. ☐



3. When the sprite is clicked, **broadcast** the same name as your sprite. ☐



4. Now we need to play the **sound** when it receives the broadcast. ☐



5. Finally, make the sprite change in appearance when the **sound** is played. ☐

