

Scratch Card - Sound Sample





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

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



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



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



Finally, make the sprite change in appearance when the sound .{blockpurple} is played.

```
when I receive cat v
play sound cat v
set size to 110 %
wait (0.1 secs
set size to 100 %
```

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