



✓ Activity Checklist

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

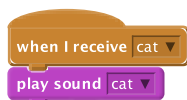


In the **sounds** tab, create a new recording or import a sound.

- ☐ 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** is played.

