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Scratch Card - Sound Sample

✅ Activity Checklist

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

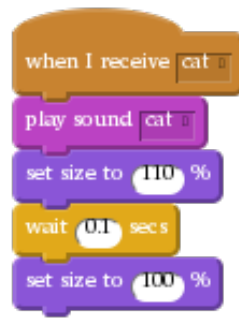❳ In the `sounds` tab, create a new recording or import a sound.

❳ 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` .{blockpurple} is played.

These projects are for use outside the UK only. More information is available on our website at http://www.codeclub.org.uk/. This coursework is developed in the open on GitHub (https://github.com/CodeClub), come and join us!