



Video Tutorial

Scratch Basics Episode 4: Adding Sound

Level: Kindergarten–Grade 12 • **Topic:** Art & Design, Computer Fundamentals, Digital Storytelling, Game Design

If you are looking for an accessible online version of this content, please visit the [Pinnguaq website](https://pinnguaq.com/learn/scratch-basics-episode-4) (link: <https://pinnguaq.com/learn/scratch-basics-episode-4>).

About the Author

Kayla Blacquiere

Kayla is currently one of the educators in the Lindsay Makerspace who helps plan, design and deliver curriculum for a variety of programs. She has a long history of working with children in many different areas such as gymnastics, cheerleading, summer camps and public schools. She graduated from The University of Western Ontario with a BA and specialization in Nutrition and Families and also recently completed a BEd at Ontario Tech University in the Primary/Junior division. Her recent studies have led her to discover a love and interest for LEGO robotics, coding and STEAM education.



Introduction

Scratch is a basic coding language that uses a 'building block' style coding to create animated stories, interactive games, simulations, and beautiful artwork. In using Scratch, learners will be introduced to basic coding concepts and develop their computational thinking skills while bringing their own ideas to life. In this series, the basics of Scratch will be introduced to provide learners with the foundational skills required to begin creating in Scratch.

Scratch makes it easy for learners who are just starting out by organizing the types of code you can use into categories. The code blocks are grouped by the following categories: **Motion**,

Looks, Sound, Events, Controls, Sensing, Operators, Variables and My Blocks. These code blocks can be pieced together in the **Code Area** like placing jigsaw puzzle pieces together. Both the **Code Area** and the **Stage** are visible at the same time which allows learners to run code, test, debug and view their creations.

In this episode, learners will explore adding a sound.

Vocabulary

The following vocabulary definitions are from **Scratch Wiki** (link: https://en.scratch-wiki.info/wiki/Scratch_Wiki_Home).

- **Block Palette (Scratch)** - The Block Palette is the area on the left of the screen when the Code button is opened. On the left, there is an area that contains the nine sections of blocks in Scratch. To the right of that, there is an area that contains blocks that can be dragged into the Code Area to make code.
- **Code Area** - The Code Area is the large empty space to the right of the Block Palette. It is an area for storing blocks that run the project. Blocks can be dragged from the Block Palette into the Code Area and arranged to form scripts.
- **Sound (Scratch Block Category)** - Sound Blocks are color-coded pink/magenta and used to control sound functions.
- **Sound Editor (Scratch)** - The Sound Editor allows a user to edit and remix sounds.
- **Sound List (Scratch)** - The Sound List on the left-side of the Sound Editor is used to select sounds for editing in the editing area.
- **Sprite (Scratch)** - Either user-created, uploaded, or found in the sprites library, are the objects that perform actions in a project.
- **Sprite Pane (Scratch)** - It is a white area located beneath the Stage where all sprites present in a project can be easily accessed to modify or inspect.
- **Stage (Scratch)** - The stage is the area where the sprites are and perform their actions. It is located in the top of the area to the right of the Code Area.

Materials

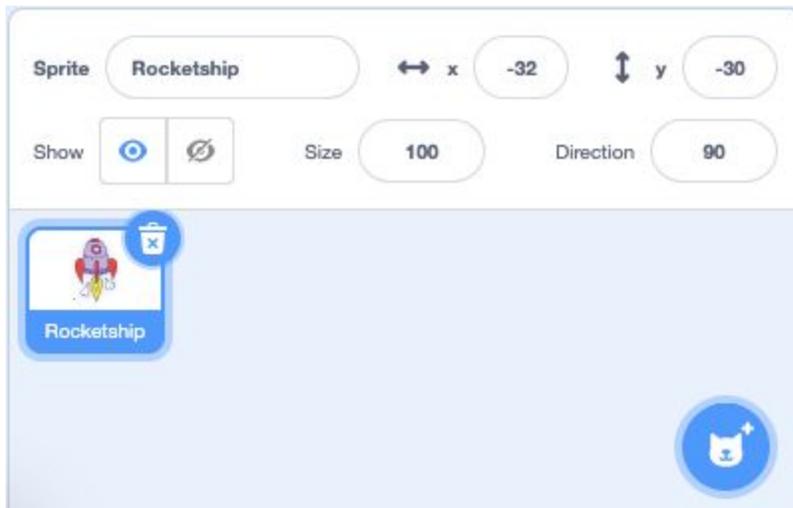
- Scratch 3.0 **Online** (link: <https://scratch.mit.edu/>) or **Desktop** (link: <https://scratch.mit.edu/download>)
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Computer Activity

This episode will take you through the steps of adding a **sound** to your Sprite.

Adding A Sound

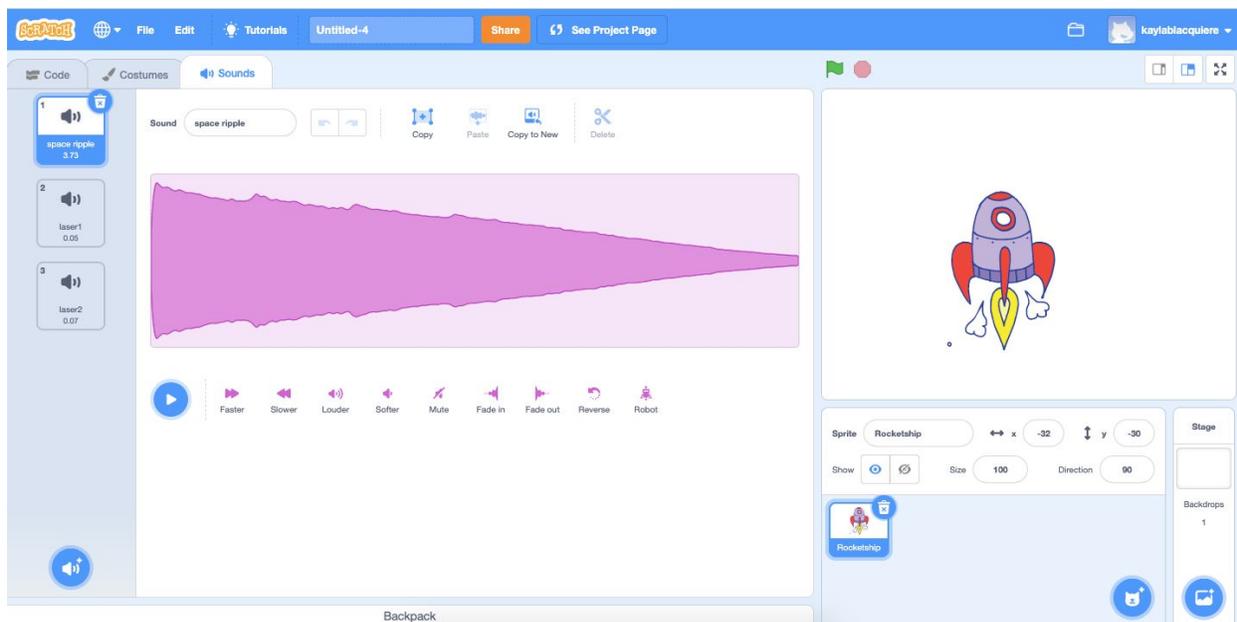
1. Choose a **Sprite** that you wish to add a **Sound** to. If you are unfamiliar with how to choose a Sprite, see **Scratch Basics Episode 2** (link: <https://pinnguaq.com/learn/scratch-basics-episode-2>) for more information.



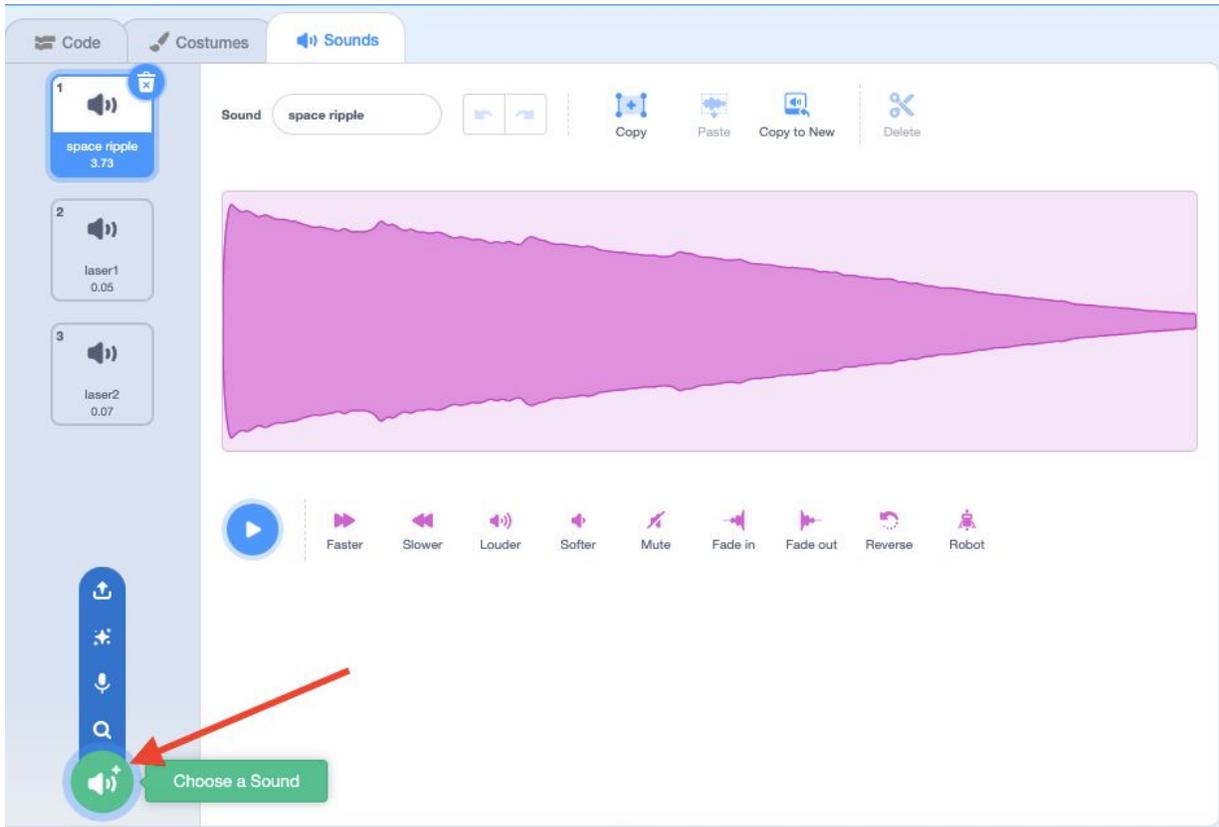
2. Some **Sprites** will come with their own **Sounds** which can be found by selecting the **Sprite** you wish to add a **Sound** to and clicking on **Sounds** tab above the **Block Palette**.



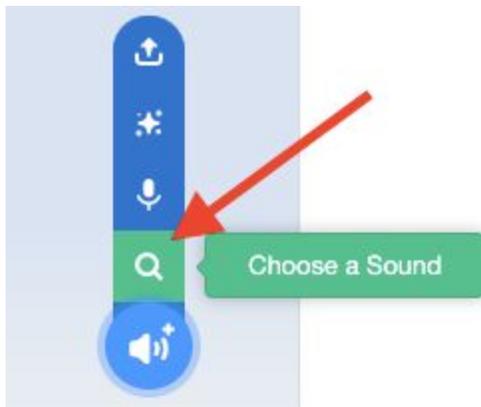
3. **Sounds** associated with your **Sprite** will appear in the **Sound Editor** to the left side of your screen in the **Sound List**.



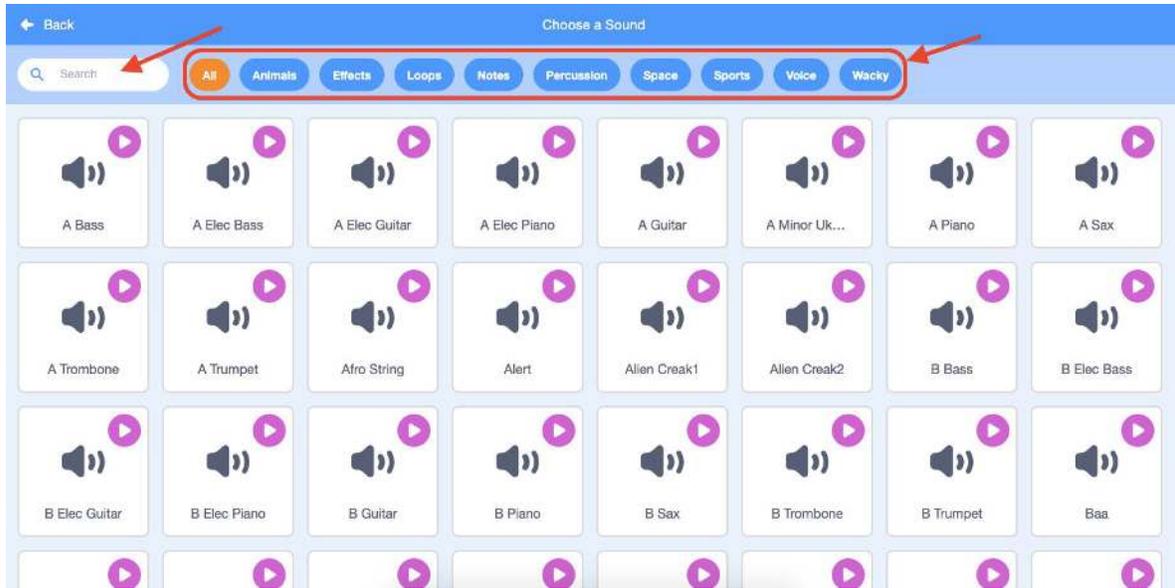
4. To select a different sound, go to **Choose a Sound** in the bottom left corner of the **Sound Editor**.



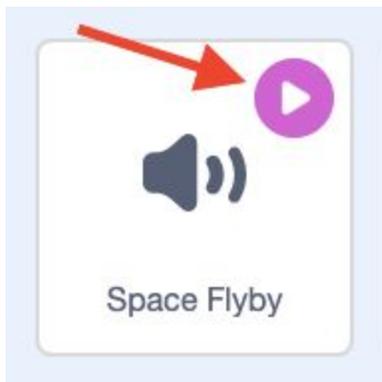
5. Select the magnifying glass icon.



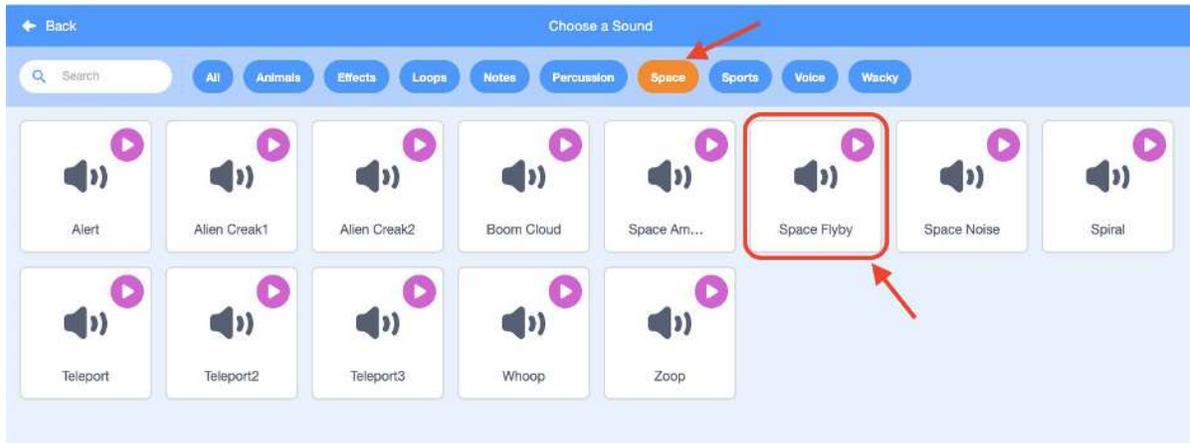
6. This will take you to the Scratch **Sound** library. You can scroll through all **Sounds**, search for a **Sound** using the search bar or select a category from the top of the menu to find a **Sound**.



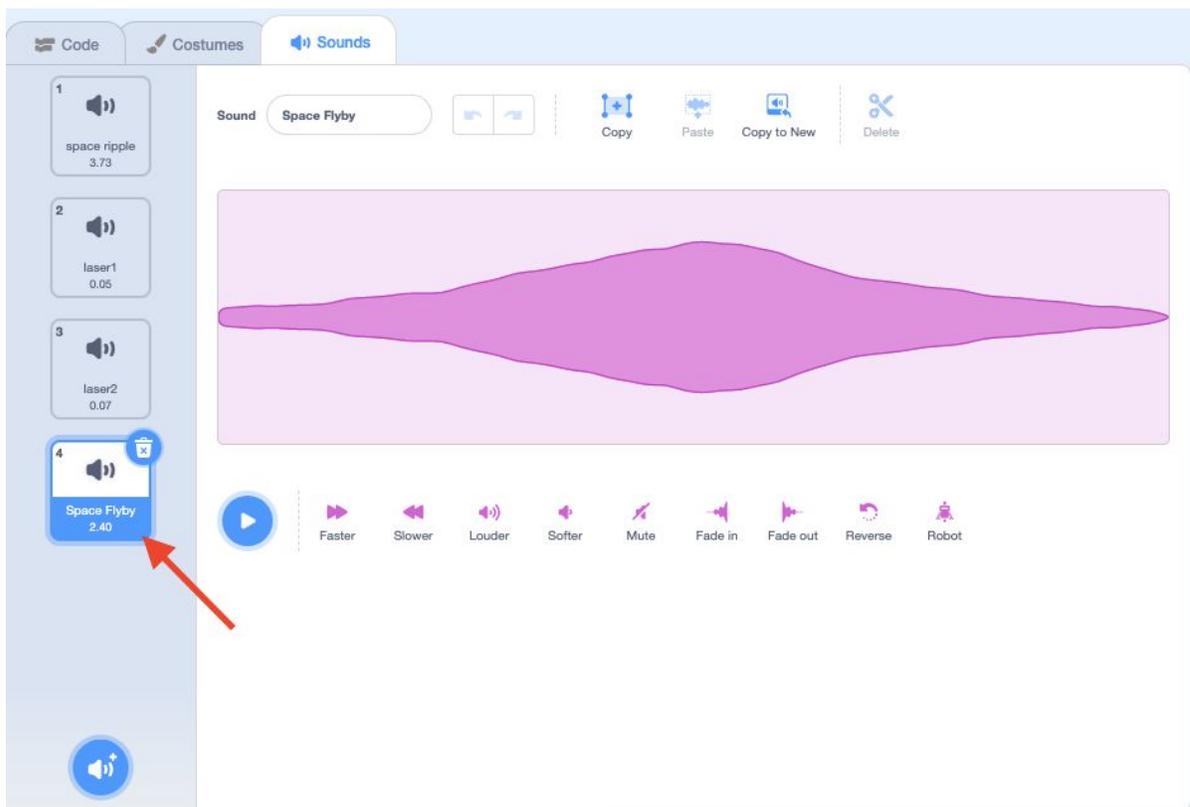
7. You can test any sound by hovering over the **play** button in the top right corner of the **Soundtrack**.



8. Add the **Sound** that you would like to code by left-clicking on it.



9. The **Sound** that you selected will appear on the left side of the **Sound Editor** at the bottom of the **Sound List**.

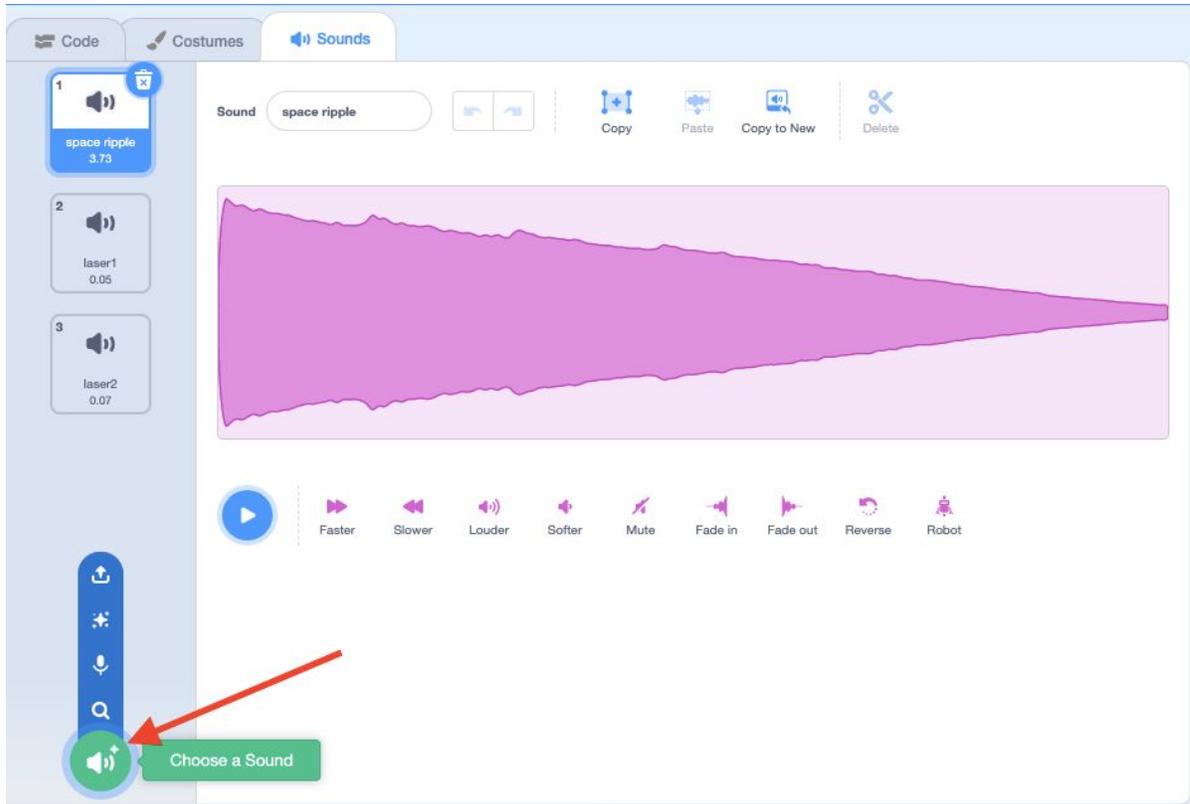


You can also create your own **Sound** if the device you are using has a microphone for voice recording. To do this you must:

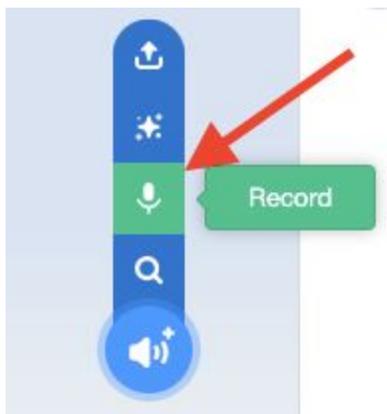
1. Go to the **Sounds** tab above the **Block Palette** .



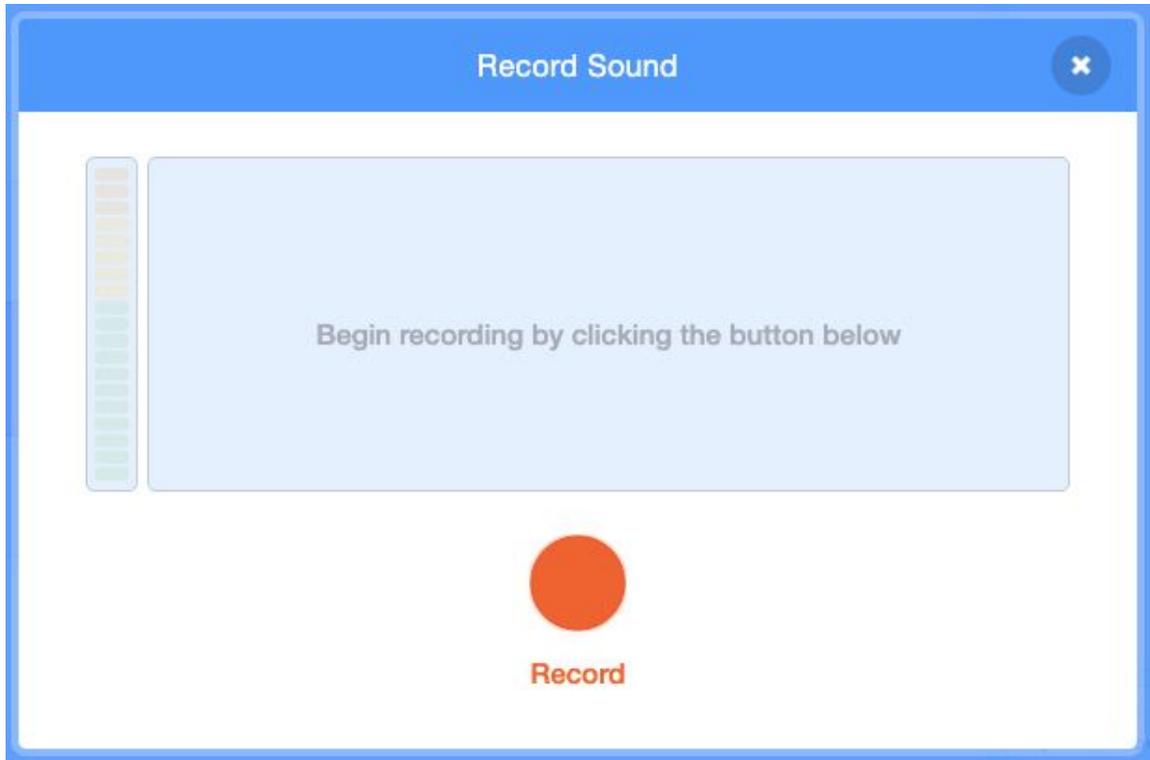
2. Go to **Choose a Sound** in the bottom left corner of the **Sound Editor**.



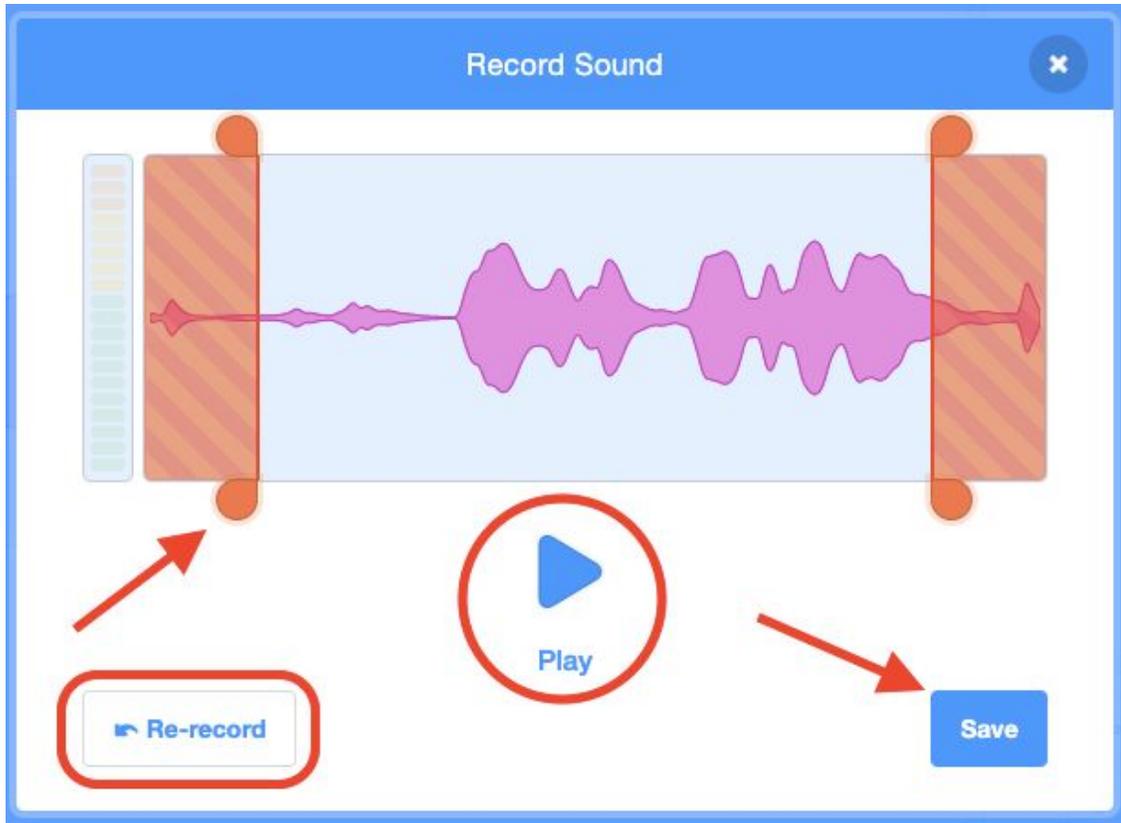
3. Select the microphone icon to record your own **Sound**.



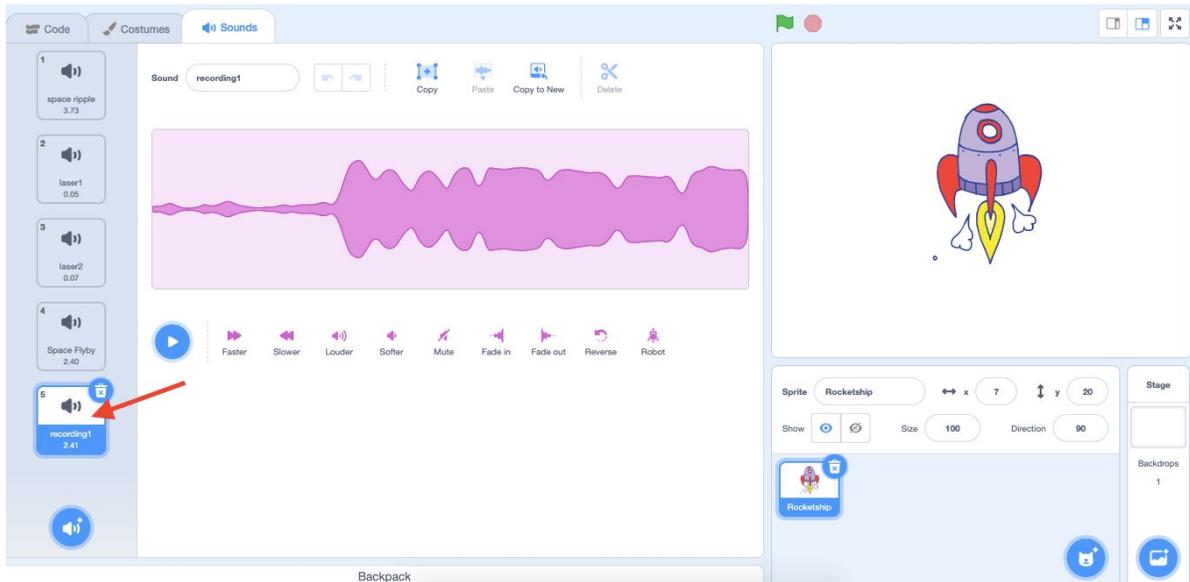
4. The **Record Sound** box will appear on your screen.



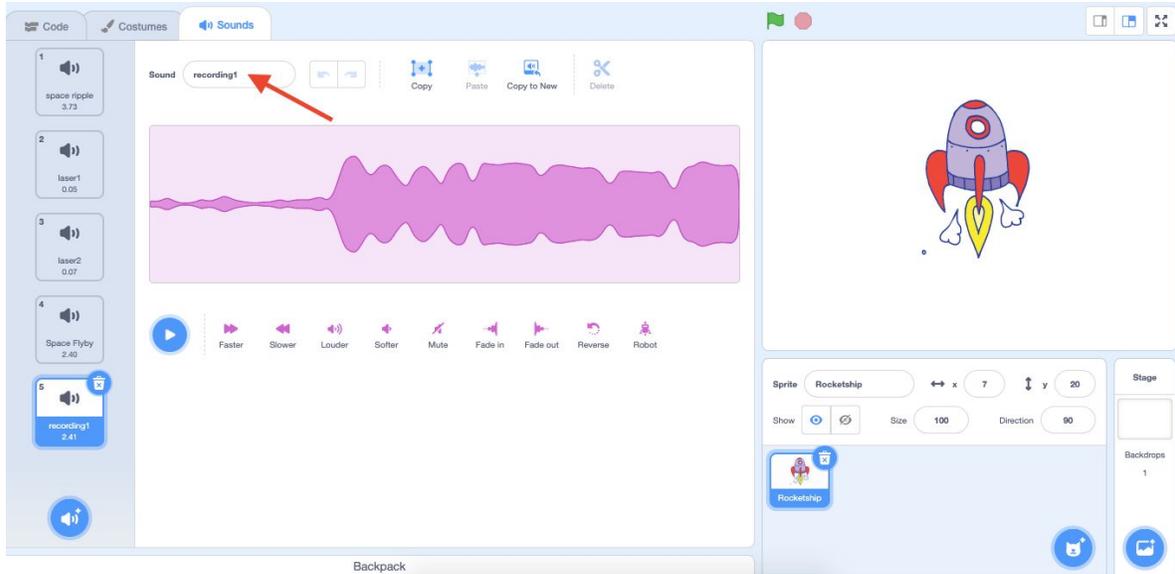
5. When you are ready to begin recording your own **Sound**, select the orange **Record** button. The recording will begin as soon as you click the **Record** button.
6. Test your recording by selecting the blue **Play** button. You can also trim your recording at the beginning and the end by dragging the orange dots to your desired location. You can also select the blue **Re-record** button if you would like to start your recording again. Select the blue **Save** button when you have your desired recording.



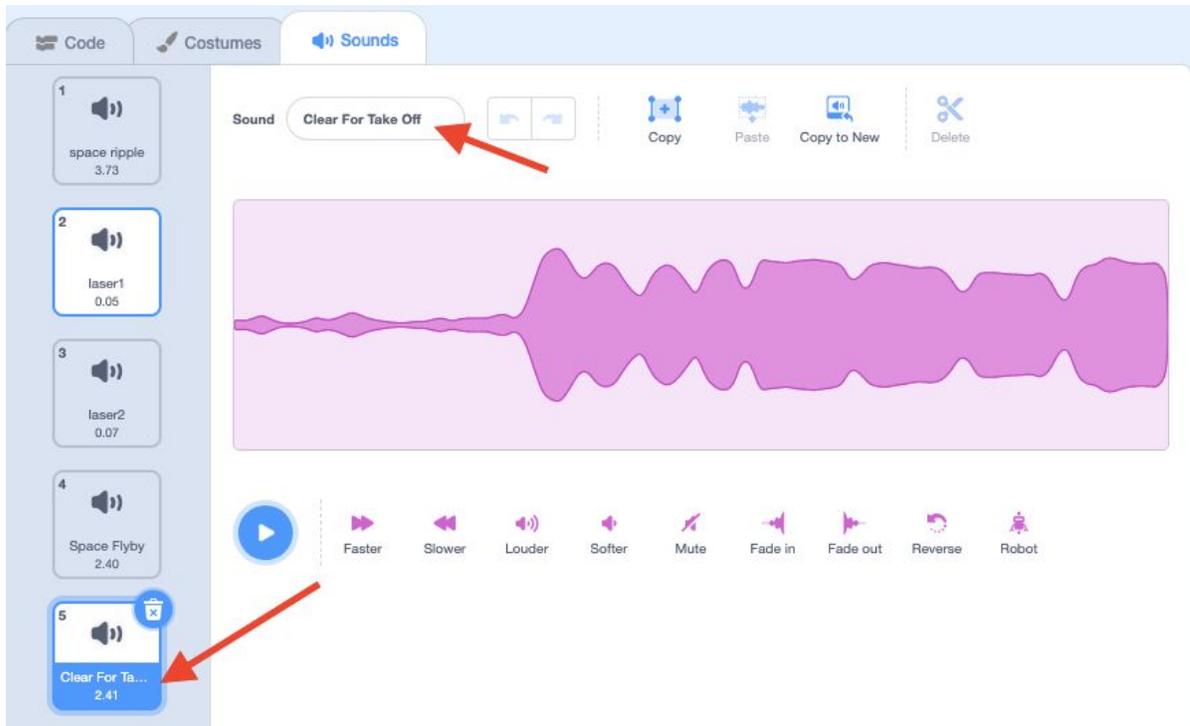
7. Your voice recording will appear on the left side of the **Sound Editor** at the bottom of the **Sound List**.



- To rename your voice recording, select on the recording in the left menu. Click inside the white **Sound** bubble and rename it by deleting the current name and typing the name you would like.



This will change the name of your recording in the **Sound List**.

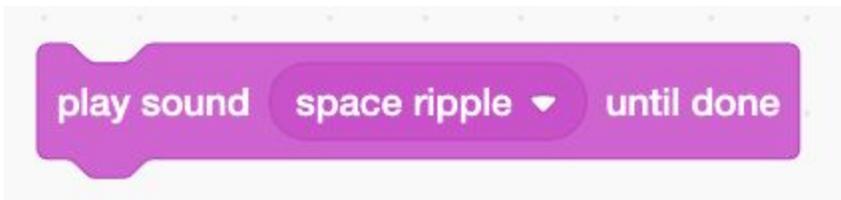


Coding A Sound

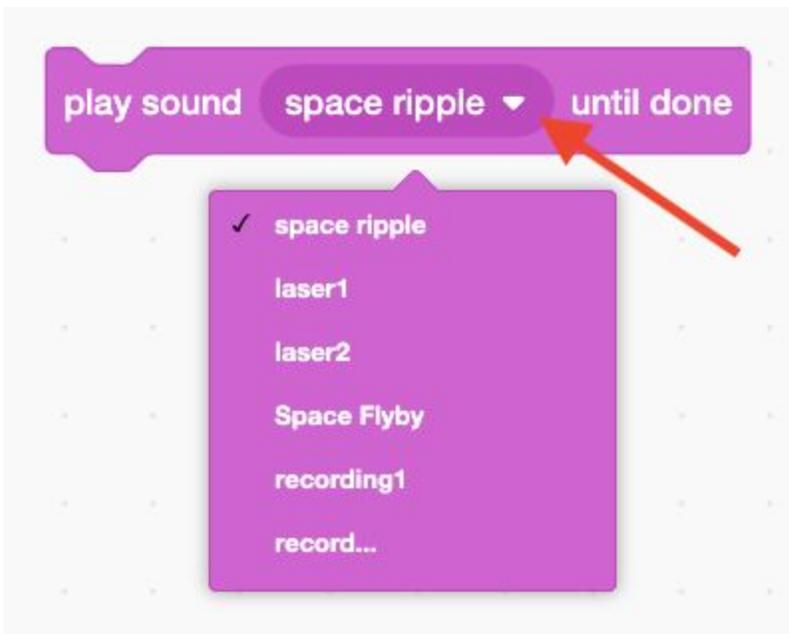
1. Click and drag a **'when green flag clicked'** block from the **Events** panel onto your **Code Area**. This will



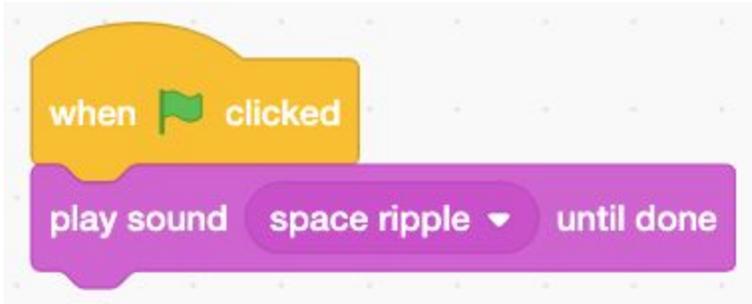
2. Click and drag a **'play sound until end'** block from the **Sounds** panel onto your **Code Area**. This will



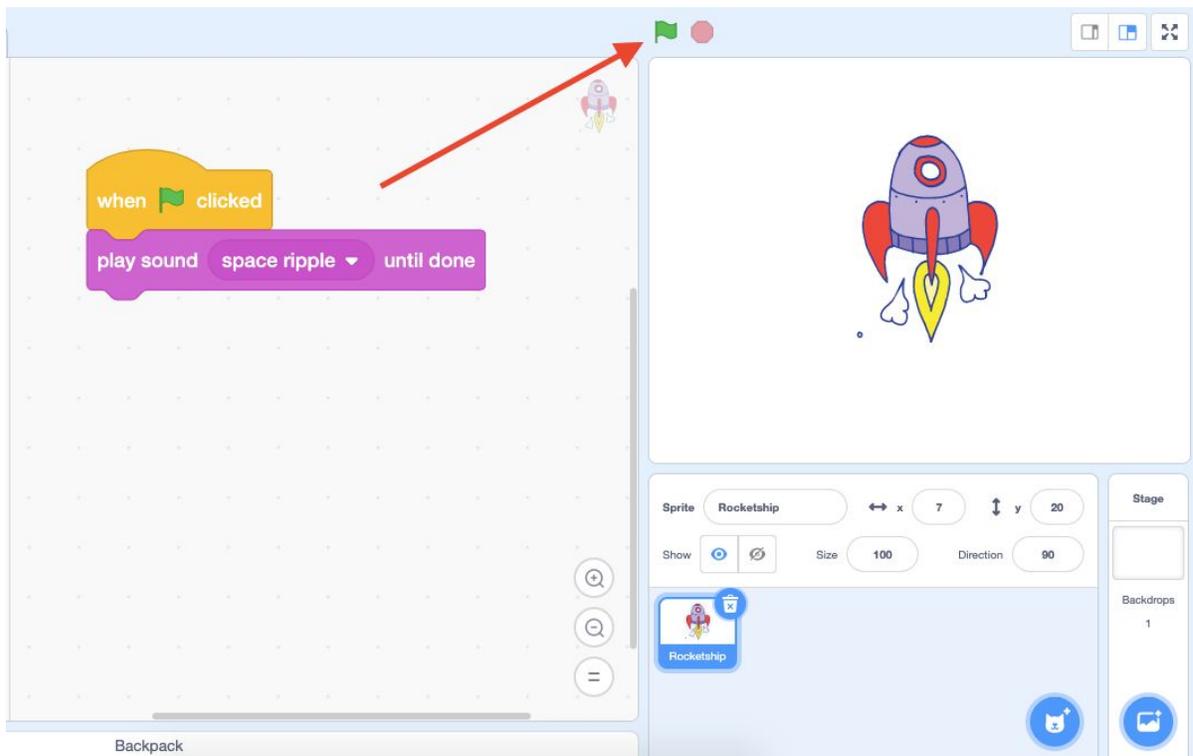
3. Click on the drop-down menu in the **'play sound _____ until end'** block and select the **Sound** you wish to use in your code. This will



4. Your code will look similar to the one below.



5. Test out your Sound. Click on the **Green flag** located above your **Stage** or click on the **'when green flag clicked'** code block in your **Code Area** to run your script.

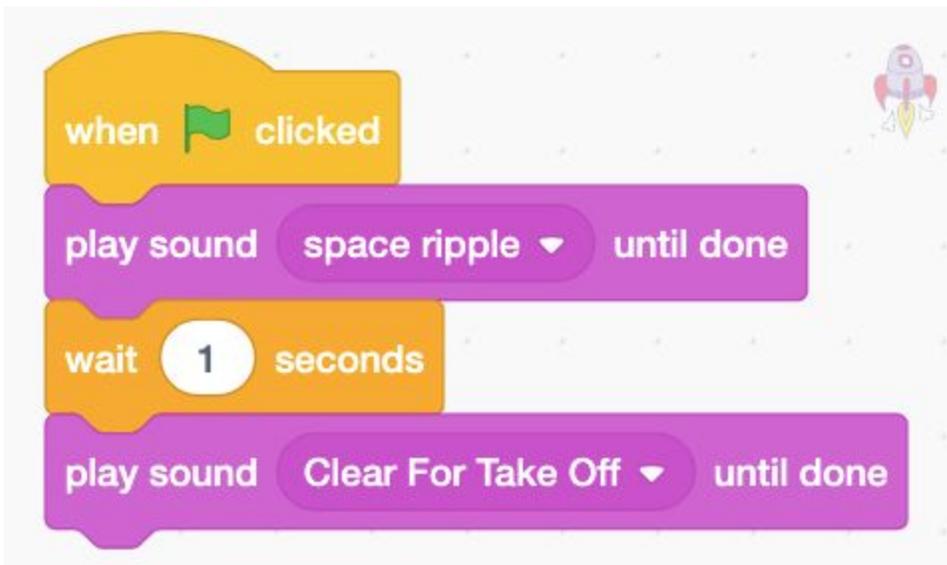


If you would like to add multiple sounds to your code:

6. Add a **'wait 1 seconds'** block from the **Control** panel by clicking and dragging it onto your **Code Area** under your **'play sound _____ until end'** block. Adding a wait block between sounds will allow you to clearly hear each sound from beginning to end. You can change the time in the white bubble to make it a shorter or longer time between **Sounds** by clicking inside the white bubble and typing your desired seconds.



- Click and drag a second 'play sound _____ until end' block from the **Sounds** panel onto your Code Area under your 'wait 1 seconds' block. Click on the drop-down menu in the 'play sound _____ until end' block and select the **Sound** you wish to use in your code.



- Test your code!

Conclusion

In this episode you learned basic Scratch concepts such as how to add a **Sound** to your **Sprite**. What will you create now that you have learned a few Scratch Basics?

We want to see the awesome things you're creating! Take a photo or video and share your work with us by emailing media@pinnguaq.com or tagging @pinnguaq on [Facebook](#), [Twitter](#), or [Instagram](#). Don't forget to include the hashtag #LearnWithPinnguaq! You can also upload your project to the Pinnguaq Studio (<https://scratch.mit.edu/studios/26567463/>).

Resources

- Scratch Wiki
https://en.scratch-wiki.info/wiki/Scratch_Wiki_Home
- Scratch Basics Episode 3
<https://pinnguaq.com/learn/scratch-basics-episode-3>