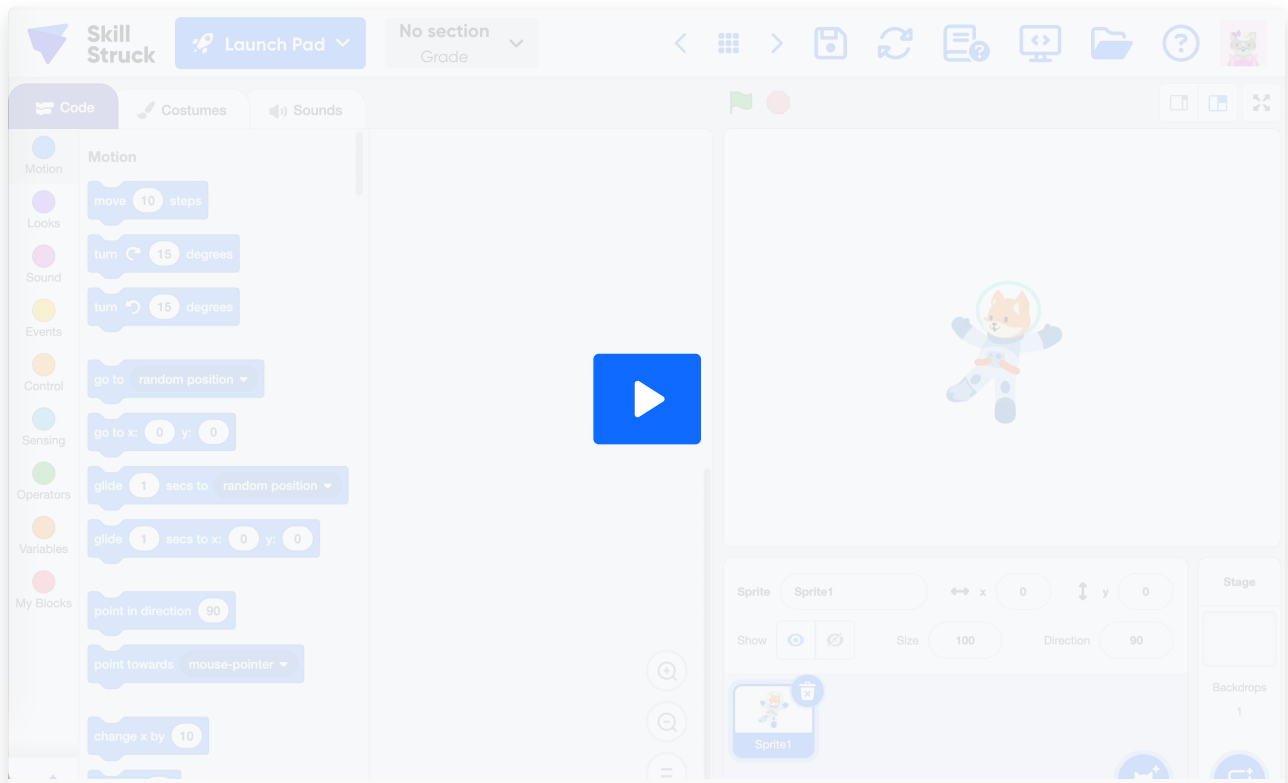


Sound

Textbook

Sound





What if your code could make noise? Imagine making your projects more interesting with sounds that go with what's happening! Adding sound to your code is easy – here's how you can make your creations not just seen, but heard.

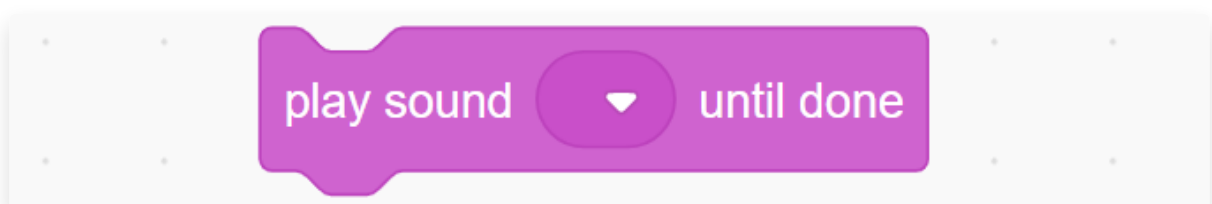
Sound is a big part of what we hear every day! Think about all the music you listen to and the noises around you. Let's learn to add sound to our code!

Sound Blocks

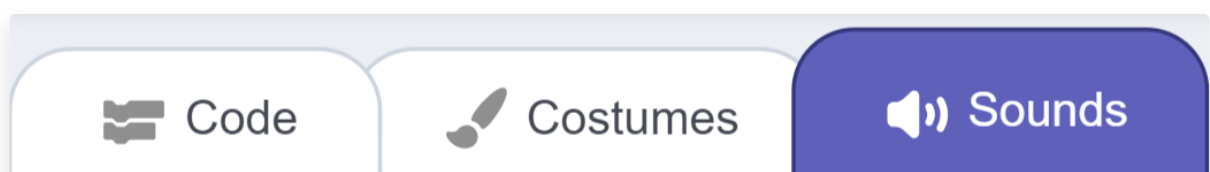
You can add sounds by using the sound library and blocks in the sound category.

Sounds are noises you can hear. To add sound to your [algorithms](#):

1. Click the Sound category.
2. Drag the `play sound [insert sound] until done` block and connect it after the event in the algorithm you just built.



3. To change the sound, click the Sound tab on the top left.



4. Click the speaker icon on the bottom left to choose another sound.



5. Select a sound from the sound library.
6. Click the Code tab to return to your algorithm.
7. Click the dropdown on the sound block to choose the sound you selected from the sound library.
8. Play your algorithm by triggering the event block you programmed.

Critical Thinking Questions

1. How can adding sound to a project help people understand what's happening, similar to how music or sound effects work in a cartoon or game?
2. You are making a game where a character jumps over things. How could adding different sounds for jumping, landing, or hitting something make the game more interesting and clearer for someone playing it?

Questions (5)

1. What is a sound?

MULTIPLE CHOICE

Choose the correct answer:

- A. A noise you can hear
- B. A picture of an object
- C. A letter in the alphabet
- D. A piece of code

2. How do you choose a sound from the sound library?

MULTIPLE CHOICE

Choose the correct answer:

- A. Click the "Code" tab
- B. Click the speaker icon on the bottom left
- C. Click the green flag
- D. Type in the name of the sound you want

3. What do you do after selecting a sound from the sound library?

Choose the correct answer:

- A. Click the "Code" tab to return to your algorithm
- B. Click the "Play" button
- C. Click the green flag
- D. Click the "Stop" button

4. Which block do you use to play a sound in programming?

Choose the correct answer:

- A. Move and jump blocks
- B. Look category blocks
- C. Sound category blocks like "play sound [insert sound] until done"
- D. Timer and countdown blocks

5. Where should you go to add a new sound to your program?


Choose the correct answer:

- A. Google
- B. The sound library
- C. The backdrop library
- D. Your neighbor's computer

Games (2)

1. Sound Typing Game

Full ScreenAudioInstructionsRestartPause



0s100%

You can add sounds by u

2. Sound Memory Game

Full ScreenAudioInstructionsAnswer KeyPause

Flips: 0

1start sound

2change volume by -10

3stop all sounds


4start sound

5change volume by -10

6

7

8



Blocks Pro Challenges (2)

1. Be a DJ

Challenge

Textbook

Be a DJ

Create a program so each arrow you press on your keyboard (left, right, up, down) makes a different sound.

Then, play some music as if you were a DJ at an event.

Requirements

0/2

4 Sound

4 Event

Blocks must be connected to an Event block in order to pass the requirements

Submit

Code

Costumes

Sounds

Motion

move 10 steps

turn 15 degrees

turn 15 degrees

go to random position

go to x: 0 y: 0

glide 1 secs to random position

glide 1 secs to x: 0 y: 0

point in direction 90

point towards mouse-pointer

change x by 10

set x to 0

change y by 10

set y to 0

if on edge, bounce

set rotation style left-right

x position

Sprite

Sprite1

x 0 y 0

Size 100 Direction 90

Sprite1

Stage

Backdrops 1

2. In a Band

Challenge

Textbook

In a Band

Make a band! Use at least 5 musical instrument sprites and 1 person sprite. When you click each musical instrument, it should play that instrument sound.

Then, program a human sprite to say "Welcome to my show!"

Requirements

0/3

1 Looks

5 Sound

6 Event

Blocks must be connected to an Event block in order to pass the requirements

Submit

Code

Costumes

Sounds

Motion

move 10 steps

turn 15 degrees

turn 15 degrees

go to random position

go to x: 0 y: 0

glide 1 secs to random position

glide 1 secs to x: 0 y: 0

point in direction 90

point towards mouse-pointer

change x by 10

set x to 0

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set y to 0

if on edge, bounce

set rotation style left-right

x position

Sprite

Sprite1

x 0 y 0

Size 100 Direction 90

Sprite1

Stage

Backdrops 1

Answer Keys & Solutions

Questions

1. What is a sound?

MULTIPLE CHOICE

Correct Answer:

- A. A noise you can hear ✓ Correct
- B. A picture of an object ✗ Incorrect
- C. A letter in the alphabet ✗ Incorrect
- D. A piece of code ✗ Incorrect

Explanation:

Birds chirping and dogs barking are examples of sounds.

2. How do you choose a sound from the sound library?

MULTIPLE CHOICE

Correct Answer:

- A. Click the "Code" tab ✗ Incorrect
- B. Click the speaker icon on the bottom left ✓ Correct
- C. Click the green flag ✗ Incorrect
- D. Type in the name of the sound you want ✗ Incorrect

Explanation:

Pay attention to the steps described for selecting a different sound.

3. What do you do after selecting a sound from the sound library?

MULTIPLE CHOICE

Correct Answer:

- A. Click the "Code" tab to return to your algorithm ✓ Correct

B. Click the "Play" button

✗ Incorrect

C. Click the green flag

✗ Incorrect

D. Click the "Stop" button

✗ Incorrect

Explanation:

Consider what you need to do to finalize your sound selection.

4. Which block do you use to play a sound in programming?

MULTIPLE CHOICE

Correct Answer:

A. Move and jump blocks

✗ Incorrect

B. Look category blocks

✗ Incorrect

C. Sound category blocks like "play sound [insert sound] until done"

✓ Correct

D. Timer and countdown blocks

✗ Incorrect

Explanation:

Look for blocks related to playing sounds.

5. Where should you go to add a new sound to your program?

MULTIPLE CHOICE

Correct Answer:

A. Google

✗ Incorrect

B. The sound library

✓ Correct

C. The backdrop library

✗ Incorrect

D. Your neighbor's computer

✗ Incorrect

Explanation:









There are over 350+ sounds in the sound library.

1. Sound Typing Game

Typing game - no answer key needed. Students practice typing the provided content.

2. Sound Memory Game

Memory Game Pairs:

1.  A pink code block that says "Play Sound" ↔  A pink code block that says "Play Sound"
 2.  A pink code block that says "Stop All Sounds" ↔  A pink code block that says "Stop All Sounds"
 3.  A pink code block that says "Change Volume by -10" ↔  A pink code block that says "Change Volume by -10"
 4.  A blue circle with a speaker icon and a plus symbol ↔  A blue circle with a speaker icon and a plus symbol
- symbol

Students must find all matching pairs by flipping cards and remembering their positions.