

Playing Sounds



In this Activity, We make a barking dog animation where when the spacebar is pressed, dog barks and go to a random location on the stage.

COMPONENTS REQUIRED

evive, USB cable, Laptop/PC

NAME

CLASS & SECTION

1. Choose a backdrop

A screenshot of the Scratch stage showing a forest backdrop with trees and a dirt path.

2. Choose a Sprite

A screenshot of the Scratch sprite area showing a dog sprite with a blue collar and a blue bandana.

3. Set the Starting Point

A screenshot of Scratch code blocks: 'when green flag clicked', 'go to x: -110 y: -70', and 'switch costume to dog1-a'.

4. Play sound

A screenshot of Scratch code blocks: 'switch costume to dog1-b' and 'play sound dog1 until done'.

6. Sense the Spacebar

A screenshot of Scratch code blocks: 'when space key pressed', 'switch costume to dog1-b', 'play sound dog1 until done', 'glide 1 secs to random position', and 'switch costume to dog1-a'.

5. Glide Randomly

A screenshot of Scratch code blocks: 'switch costume to dog1-b', 'play sound dog1 until done', 'glide 1 secs to random position', and 'switch costume to dog1-a'.

CHALLENGE

What is the purpose behind switching the costume of the dog sprite?

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