



Animal Sounds

I can create programs that play a recorded sound.

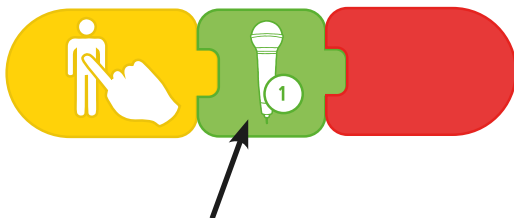
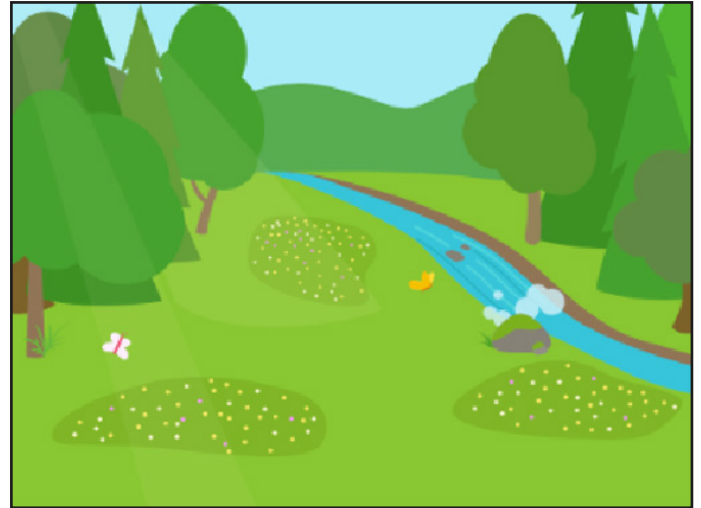


Open the ScratchJr app and start a new project in the My Projects screen.

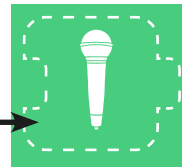
Choose an outdoor background such as the **River**.

In this project, you are going to add some animals and program them with suitable sounds.

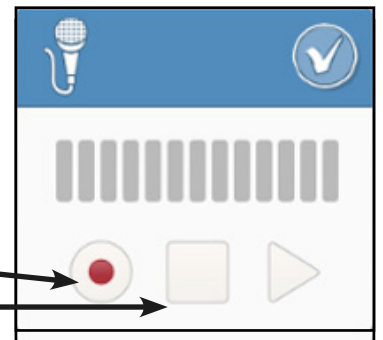
First, add the horse and position on the background. This is the code to create for the horse:



To use this block for PLAY RECORDED SOUND, you must first click on the microphone image to record your sound.



To start recording, press the record button and when finished, press the stop button.



If you are happy with your horse sound, click the tick icon.

Now you can select the block to PLAY RECORDED SOUND.



Do the same for the cat and the dog. Try this code. Can you predict what the cat will do?





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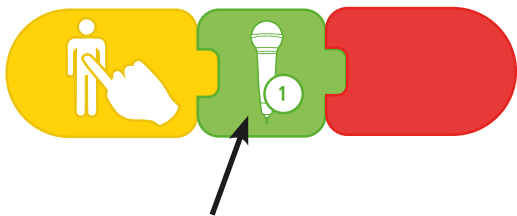
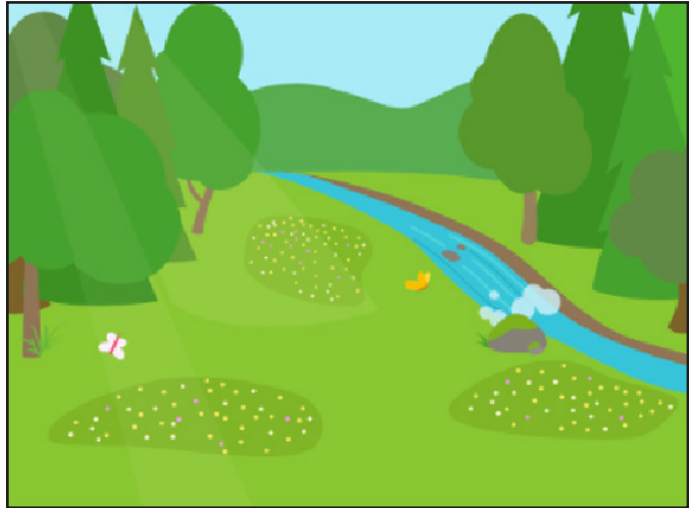


Open the ScratchJr app and start a new project in the My Projects screen.

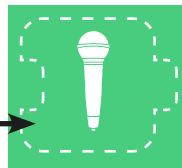
Choose an outdoor background such as the **River**.

In this project, you are going to add some animals and program them with suitable sounds.

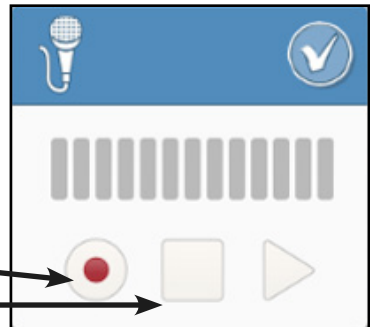
First, add the horse and position on the background. This is the code to create for the horse:



To use this block for PLAY RECORDED SOUND, you must first click on the microphone image to record your sound.



To start recording, press the record button and when finished, press the stop button.

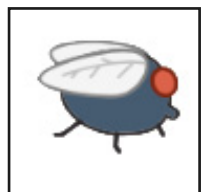
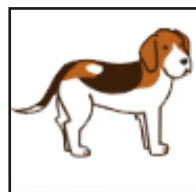


If you are happy with your horse sound, click the tick icon.

Now you can select the block to PLAY RECORDED SOUND.



Do the same for the cat and add a speech bubble too. Try this code. Can you predict what the cat will do?



Try adding at least two more animals of your own. Record a sound for each animal and add movement and speech bubbles to the sequence of code.



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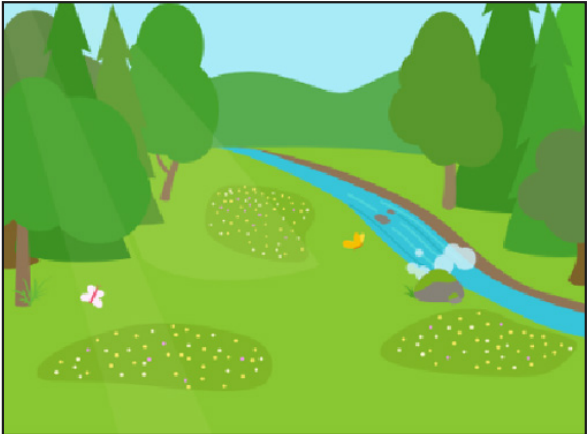


Open the ScratchJr app and start a new project in the My Projects screen.

Choose an outdoor background such as the **River**.

In this project, you are going to add some animals and program them with suitable sounds.

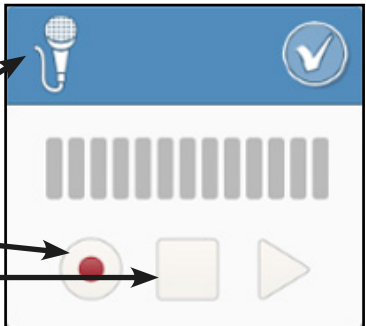
First, add the walking cat and position on the background. This is the code to create for the cat:



To use this block for PLAY RECORDED SOUND, you must first click on the microphone image to record your sound.

To start recording, press the record button and when finished, press the stop button.

If you are happy with your horse sound, click the tick icon.



Now you can select the block to PLAY RECORDED SOUND.



Do the same for the fly and at least three more animals of your own, recording a sound as well as movement and speech bubbles. Try this code. Can you predict what the fly will do?

