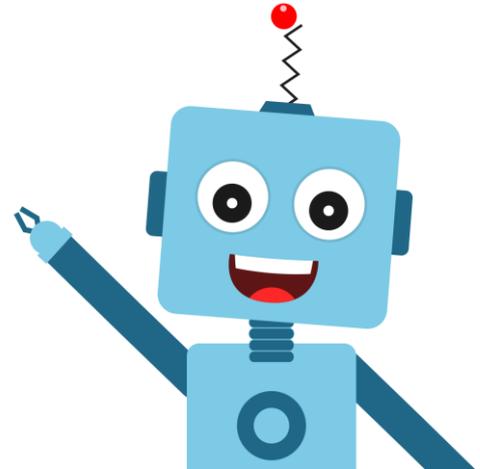


Playing with Sounds

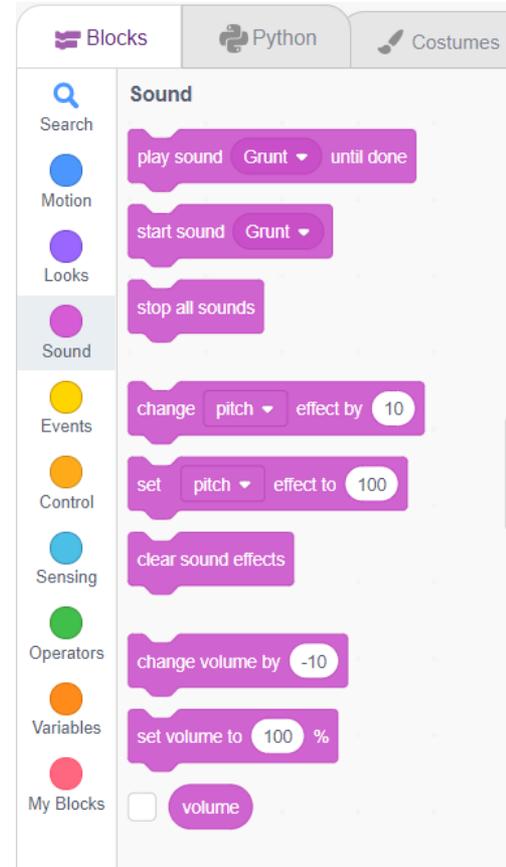
Session 3



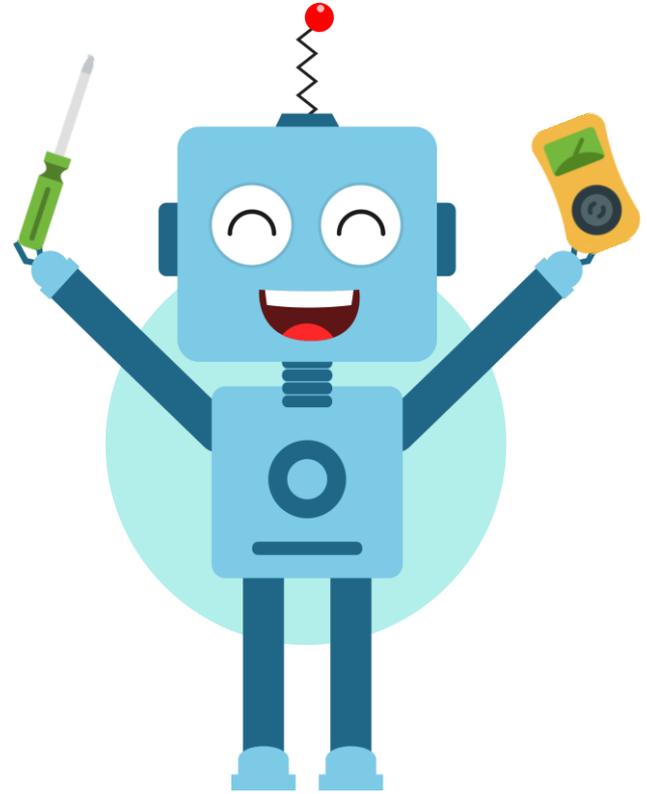
What is Sound?

What is Sound?

- A sound is something that you hear when someone speaks, sings or plays a musical instrument.
- Sounds are available in the built-in sound library and new sounds also can be imported from file or recorded.
- In PictoBlox, you can play different sounds by using blocks from the Sound palette which can control a sound's volume, tempo and more.



Adding Sounds



Playing Sound in PictoBlox

In this activity, we'll make an animation of a barking dog. Whenever we press the spacebar, the dog will bark and go to a random location on the stage.



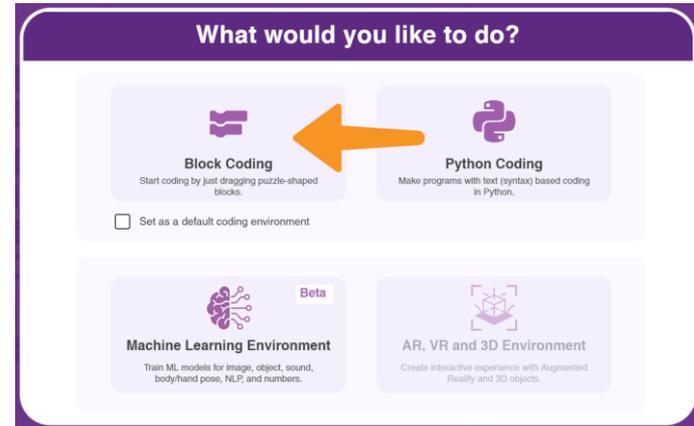
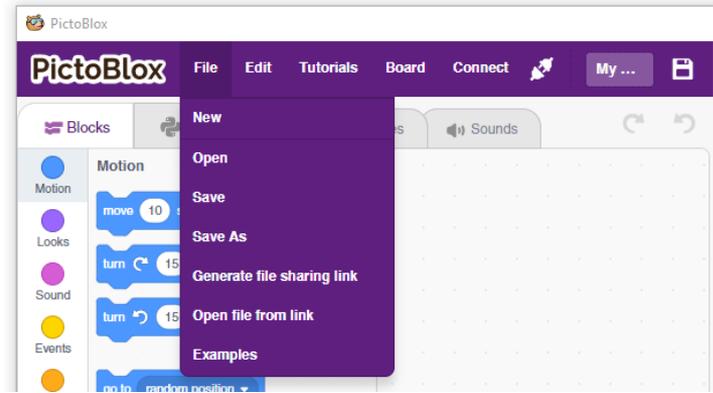
Let's Code !

To begin, follow the steps below:

- Open **PictoBlox**.
- Create a **New** file in PictoBlox.

Follow the step if you are working on **Windows, macOS, or Linux**:

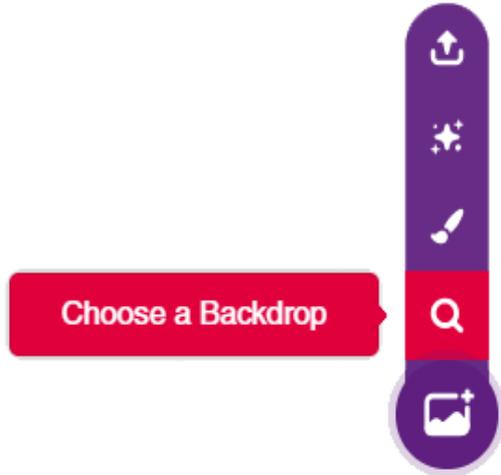
- Open **PictoBlox** and create a new file.
- Select the coding environment as **Block Coding**.



Playing Sound in PictoBlox

Follow the steps below to add a backdrop.

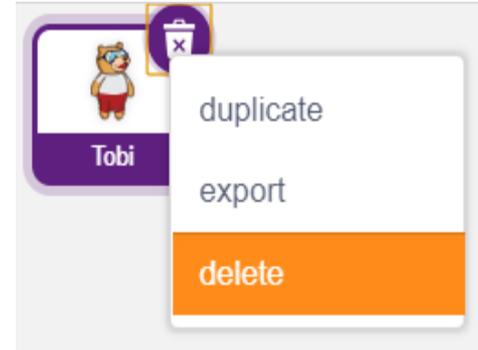
- Click on **Choose a Backdrop** button.
- Select the **Jungle** backdrop from the library.



Playing Sound in PictoBlox

Choosing a Sprite.

- Using **Choose a sprite** button, Choose the **Dog1**.
- Right-click on the Tobi icon in the sprite palette and delete it.

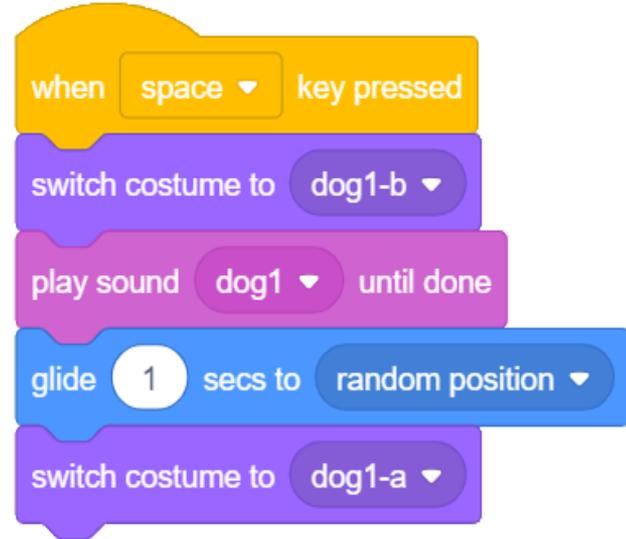


Playing Sound in PictoBlox

Let's start making the script.

Drag and drop the following blocks into the scripting area.

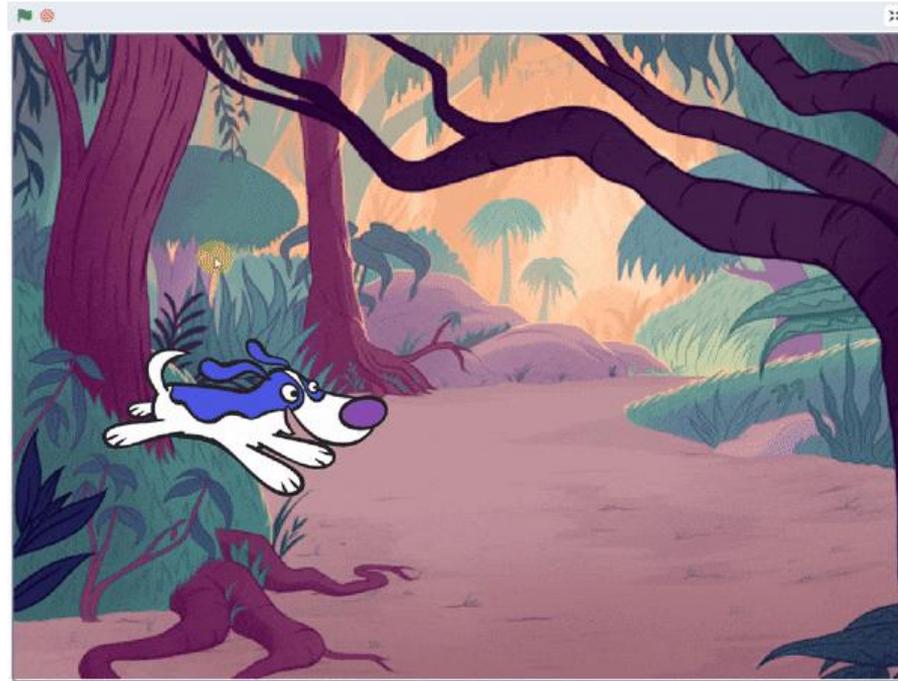
- when (space) key pressed – **Events**
- switch costume to () – **Looks**
- play sound () until done – **Sound**
- glide () secs to () – **Motion**
- switch costume to () – **Looks**



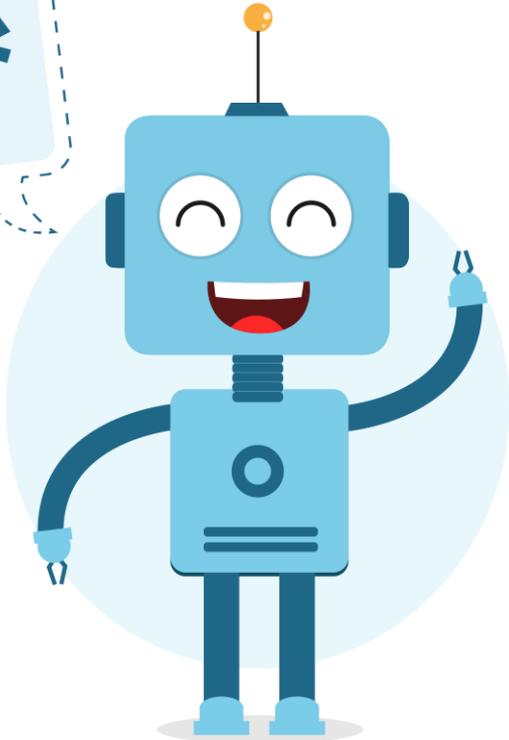
Playing Sound in PictoBlox

Save the project file as **Playing Sounds**.

Enjoy your animation!



**THANK
YOU**



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