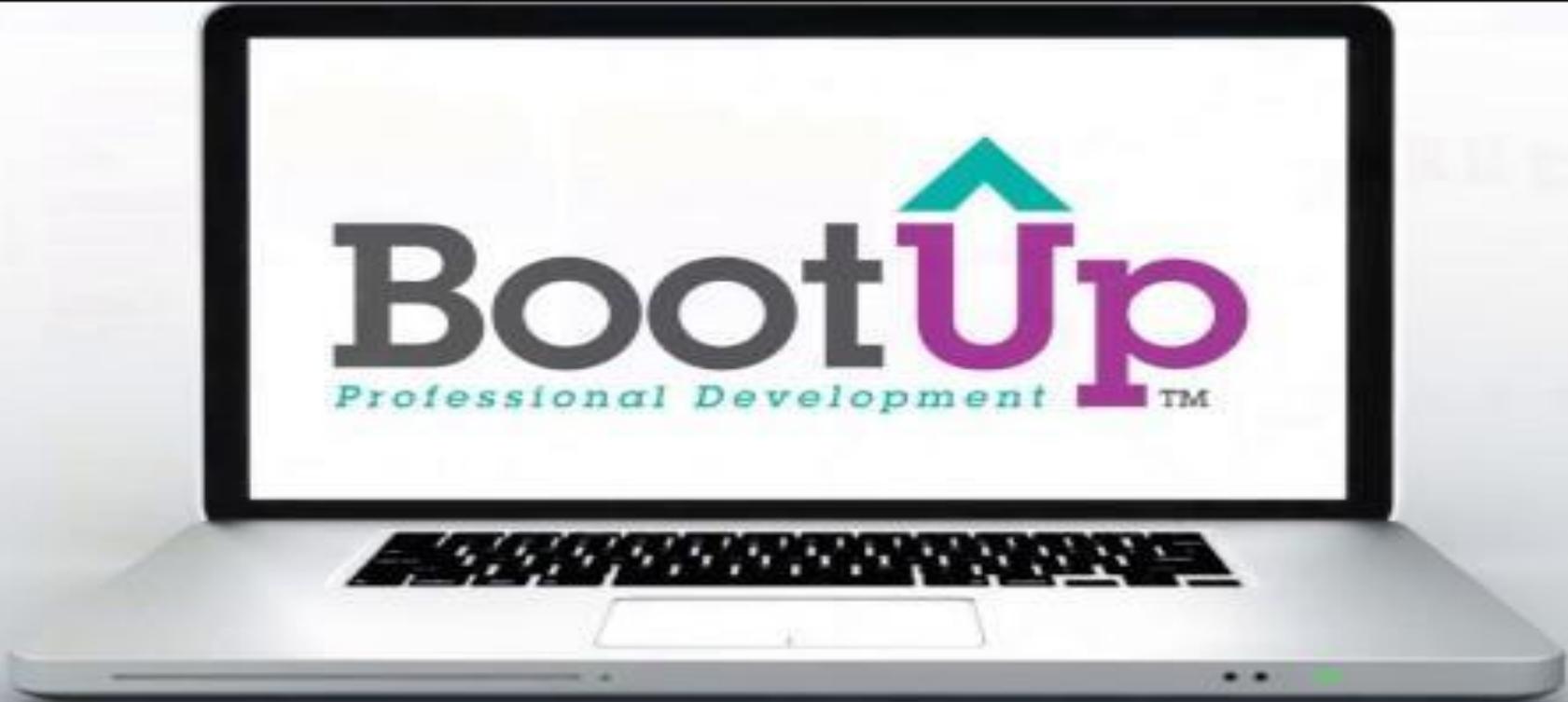




Animate Your Name

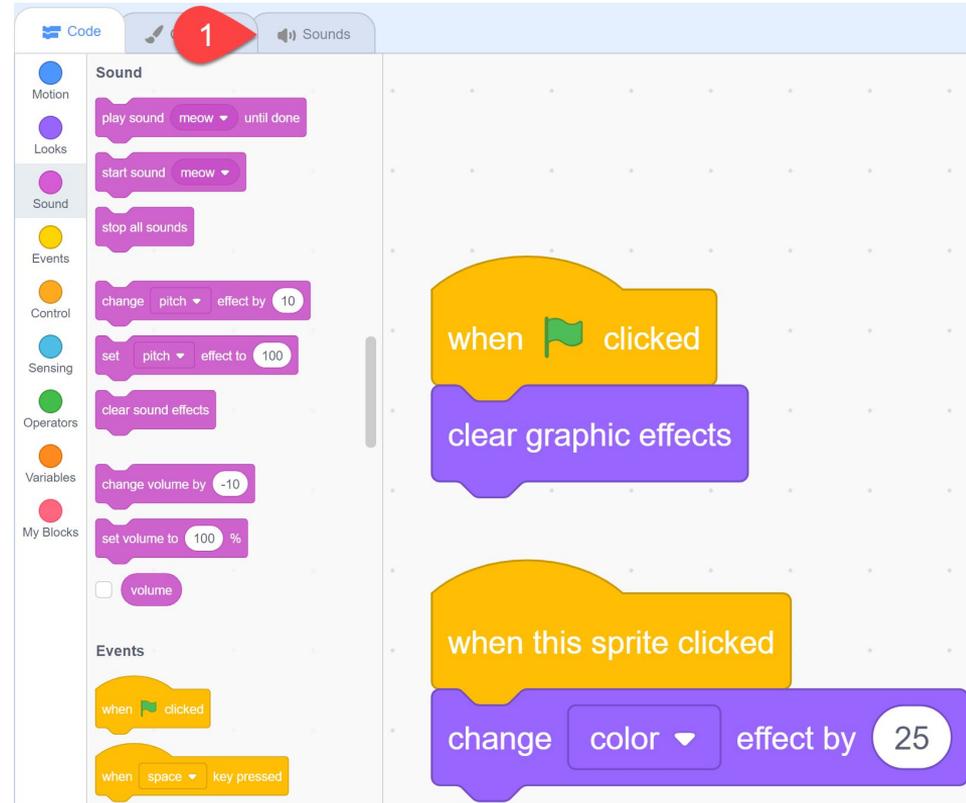
Add Sounds

A silver laptop is shown from a front-facing perspective, open. The screen displays the logo for 'BootUp Professional Development'. The word 'Boot' is in a dark grey, sans-serif font. The 'Up' is in a purple, sans-serif font, with a teal-colored house-shaped icon above the 'U'. Below 'BootUp' is the text 'Professional Development' in a teal, sans-serif font, followed by a small 'TM' trademark symbol. The laptop's keyboard and trackpad are visible below the screen.

BootUp
Professional Development TM

Open Sounds

1. Click the Sounds tab



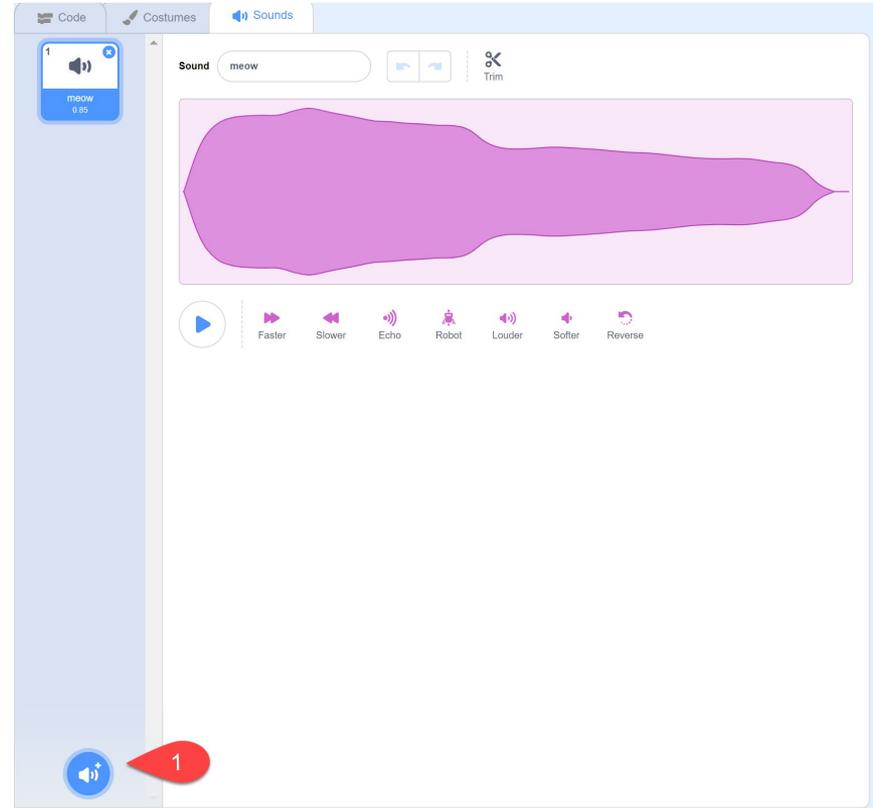
The screenshot shows the Scratch interface with the 'Sounds' tab selected. A red circle with the number '1' is placed over the 'Sounds' tab icon. The left sidebar shows the 'Sound' category selected. The main workspace contains two event blocks: 'when green flag clicked' and 'when this sprite clicked'. The 'when green flag clicked' block is followed by a 'clear graphic effects' block. The 'when this sprite clicked' block is followed by a 'change color effect by 25' block.

Code blocks in the workspace:

- when green flag clicked
- clear graphic effects
- when this sprite clicked
- change color effect by 25

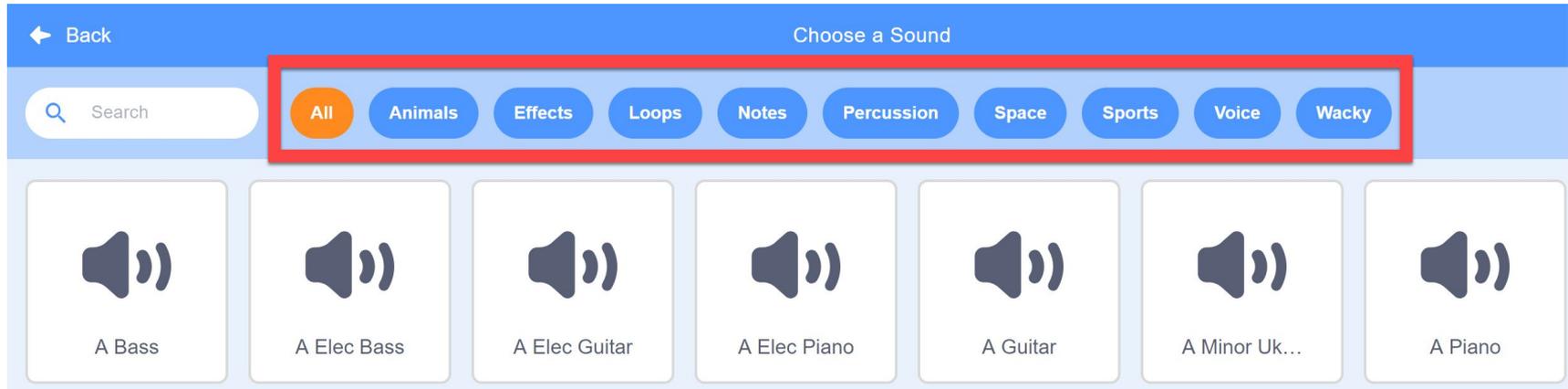
Add a new sound

1. Click to choose a sound from library



Sort by categories

1. Click a category that sounds interesting



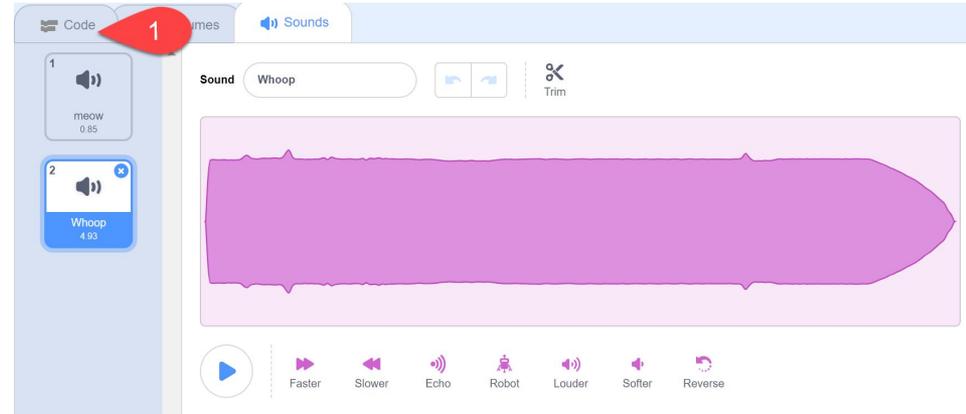
Listen to and add a sound

1. Make sure your volume isn't very loud
2. Move your mouse over a sound to listen
3. Click on a sound you want to add



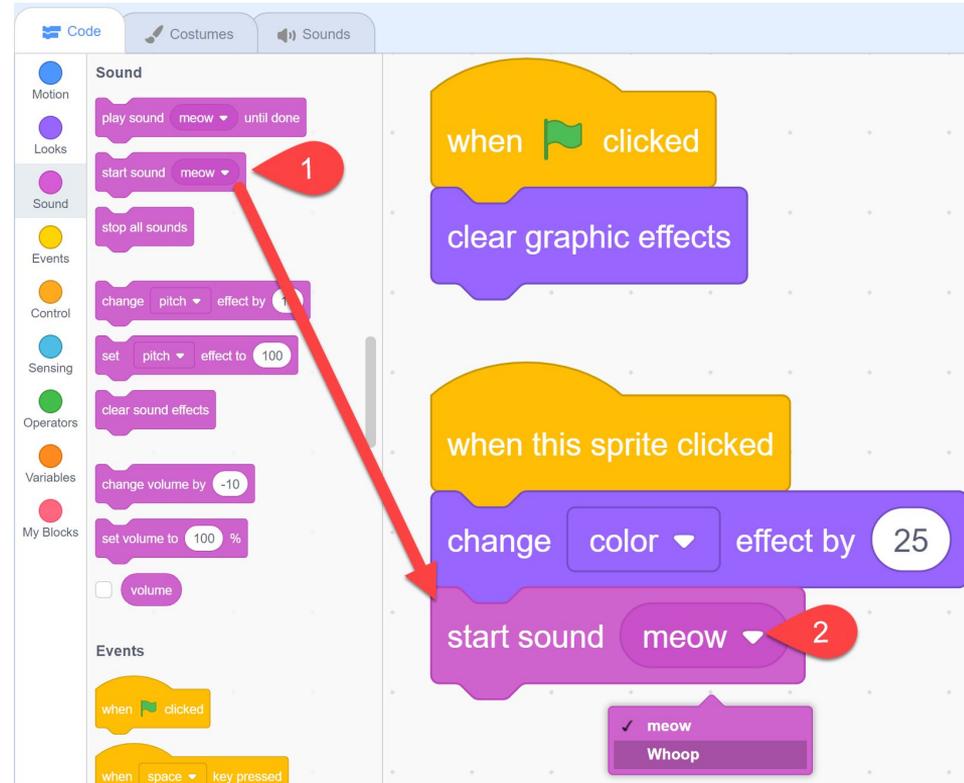
Click Code

1. Go back to the Code tab



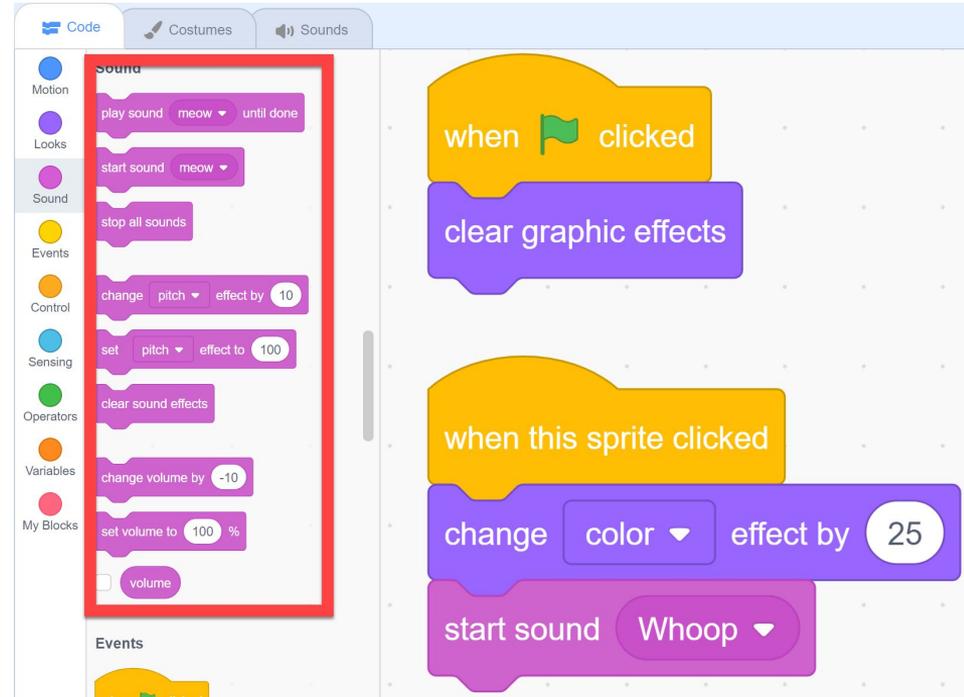
Add a play sound block

1. Click on the Sound category
2. Drag a play sound block into your code
 - a. Select the sound with the white triangle



Try out other Sound blocks

1. Experiment with other Sound blocks



The screenshot shows the Scratch code editor interface. The left sidebar displays the 'Sound' category selected, with various sound blocks listed. A red rectangular box highlights the following blocks in the 'Sound' category:

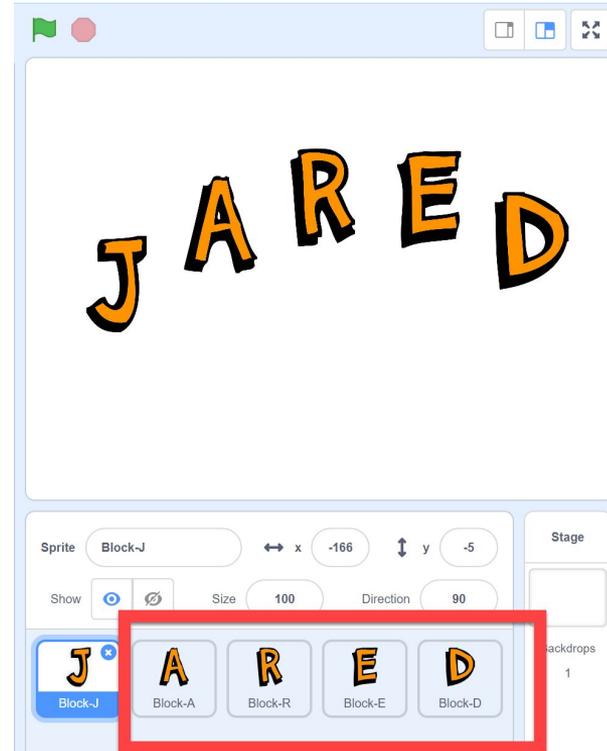
- play sound meow until done
- start sound meow
- stop all sounds
- change pitch effect by 10
- set pitch effect to 100
- clear sound effects
- change volume by -10
- set volume to 100 %
- volume

The main workspace shows two scripts:

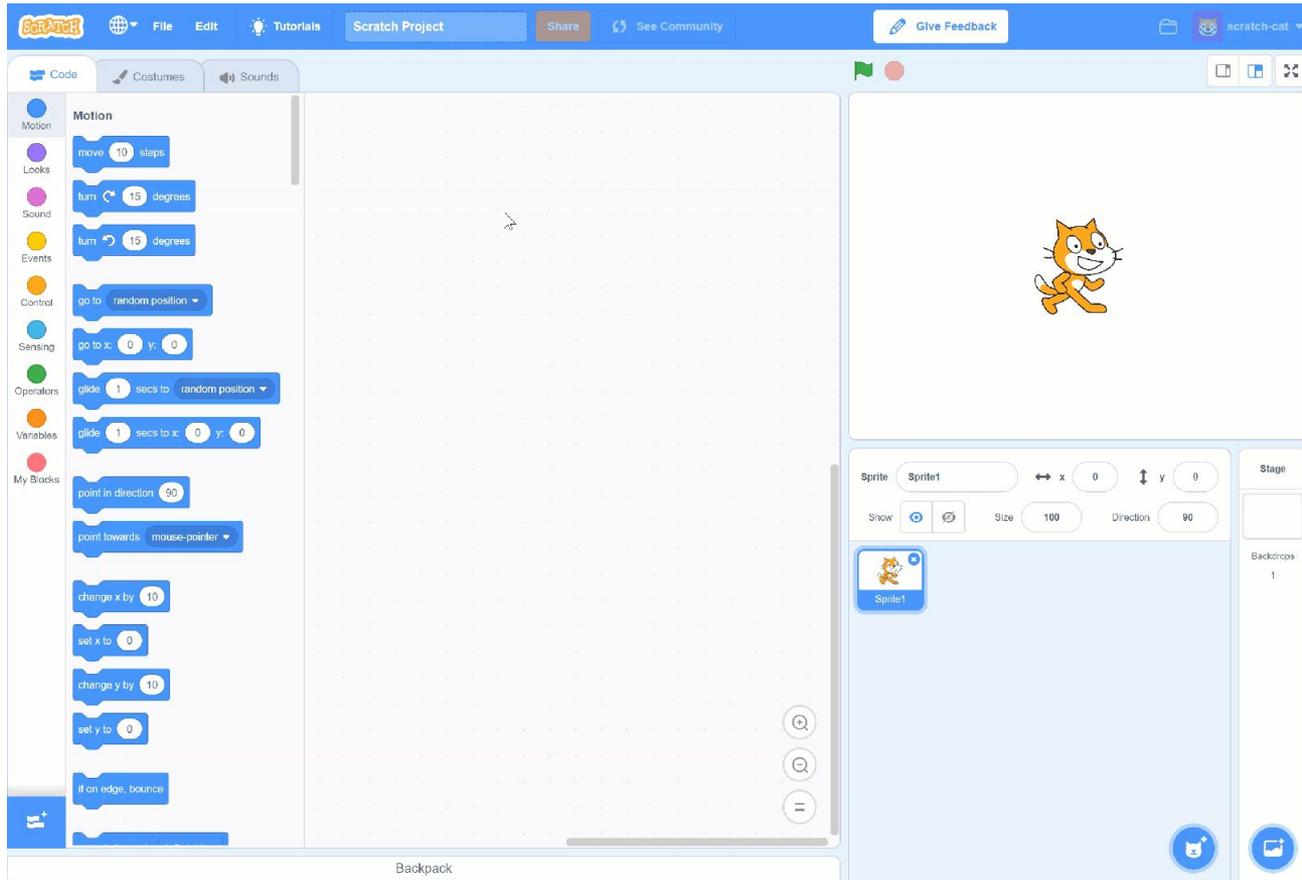
- Script 1: when green flag clicked, clear graphic effects.
- Script 2: when this sprite clicked, change color effect by 25, start sound Whoop.

Add sounds to each of your letters

1. Repeat these steps for each of your letters
2. Try out different Sound blocks and combinations



Use the tutorial button for more ideas and tips



The image shows the Scratch 3.0 web interface. At the top, there is a blue navigation bar with the Scratch logo, a globe icon, and menu items: File, Edit, Tutorials, Scratch Project, Share, See Community, Give Feedback, and a user profile icon labeled 'scratch-cat'. Below the navigation bar, there are three tabs: Code (selected), Costumes, and Sounds. The Code tab is active, showing a list of Motion blocks on the left sidebar. The main workspace is a grid with a mouse cursor. The Stage area on the right shows the Scratch cat sprite. Below the Stage, there are controls for the selected sprite (Sprite1), including Show, Size (100), and Direction (90). The Stage area also shows a Backdrops section with one backdrop.

Scratch

File Edit Tutorials Scratch Project Share See Community Give Feedback scratch-cat

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

Sprite Sprite1 x: 0 y: 0

Show Size 100 Direction 90

Sprite1

Stage

Backdrops 1

Backpack



Now, Coding is Elementary.

www.BootUpPD.org