



#### Aim

• I can add voice sounds to enhance an animated story.

### Success Criteria

- I can record my own voice sounds.
- I can insert blocks to play my recordings.
- I can match the timing of sounds with speech bubbles.
- I can match character expression with speech.

### Bringing Your Characters to Life



The next step in enhancing the animated story is giving voices to the characters!

Audio files in Scratch are not just limited to the existing sound library — you can add your own speech, to make characters say whatever you like!

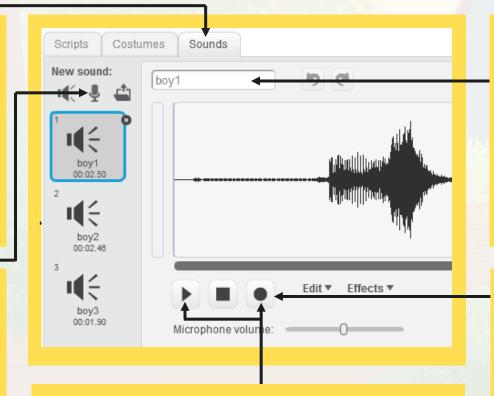
Watch the Haunted House 5 – Audio Scratch project.



# Recording Sound

1. Select the sprite you are adding your voice to, then click on the 'Sounds' tab.

2. Click on the microphone icon for 'Record new sound'.



3. When you are ready, click the record button, speak into the microphone, then the stop button.

5. It's a good idea to give your sound files useful filenames.

4. You can play back your sound and re-record as often as you need to.

# Inserting Sounds

After recording your sounds, insert them into your code by using the 'play sound' block and selecting the appropriate sound.

Play the sound at the same time as saying the speech for perfect effect.

when backdrop switches to Inside

switch costume to boy2-e

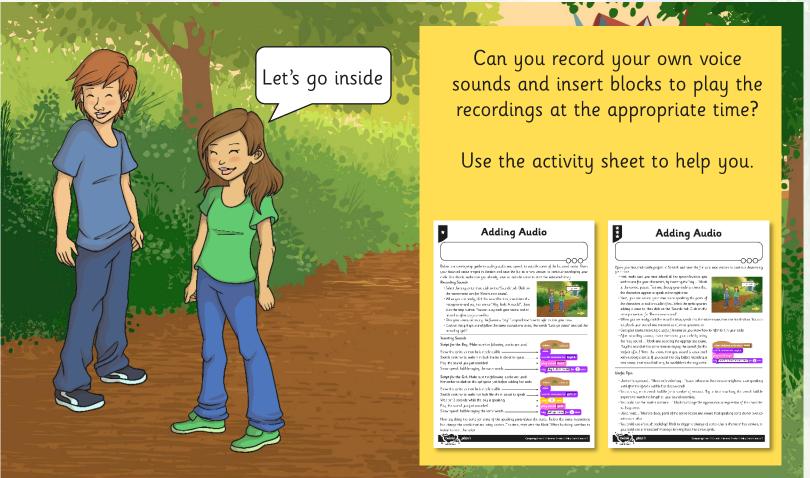
play sound boy2

say I wonder if there's anyone inside? for 2 secs

Remember that the sound you record is associated with a specific sprite. If you select the boy before recording a new sound, that sound will only be available for the boy sprite.

## Your Characters' Voices





## Review and Debug



A selection of stories will be chosen to view as a whole class.

There are many different options for continuing the story, so each one may be different.

You will be able to present your work and explain the intentions, plus any coding difficulties for which debugging suggestions could be offered by the rest of the class.



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