

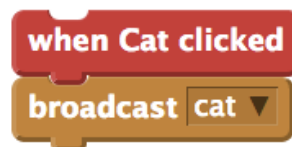
✓ Activity Checklist

Create a new sprite and make it resemble the sound you will be making.

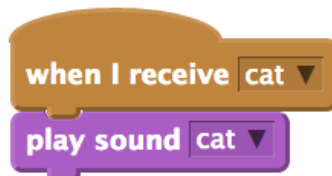
In the **sounds** tab, create a new recording or import a sound:



When the sprite is clicked, **broadcast** the same name as your sprite:



Now we need to **play** the sound when it receives the broadcast:



Finally, make the sprite **change in appearance** when the sound is played:

