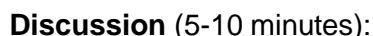




In this lesson, students will learn how to record sound and play it back while the character is moving. The students will also attempt to time the character's movement to the music.



If you give a character motion as well as sound, both starting on a Green Flag trigger, the motion and sound will happen at the same time.

If you want to time the motion with the sound, you can speed up or slow down the character with the Speed block, and you can use the Wait block to pause between motions to slow the script down further.

Mechanics (5-10 minutes) –

1. Introduce sound
 - Tap on the green button to reveal the sound palette.
 - Show how a character can play the “pop” sound.
 - Show how to record a new sound.
2. Set up Green Flag triggers
 - Give the sound a green flag triggering block.
 - Make another script for movement and give it a green triggering block as well.
 - Show how the green flag at the top of the screen triggers both the character’s movement and its sound at the same time.





Learning ScratchJr via Playground Games

Lesson 4: Recording Sound and Using the Wait and Speed Blocks

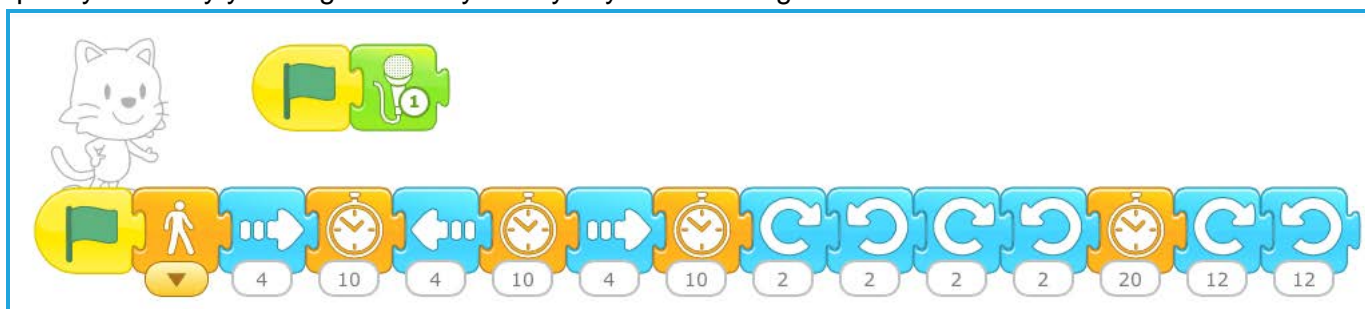
3. Adjust the timing of the action

- Insert Wait blocks in between the motion blocks to pause the movement.
- Insert a Speed block at the beginning of the script to show how it affects the motion in the entire script.

Self-directed work (20 minutes):

Program a character to dance the Hokey Pokey in time to the song. You will have to record yourself singing the song and have it start on a Green Flag. Then make the character move according to the motions in the song by inserting wait blocks or changing the speed.

Here is a sample script for the hokey pokey. Your pauses may vary from this script, depending on how quickly or slowly you sing the Hokey Pokey in your recording.



Wrap-up (5-10 minutes):

Ask a few students show their projects to the class. Try to select students who have successfully timed their character to dance according to the motions in the Hokey Pokey song.

