

Lesson 3: Adding Sounds and Effects

Brief Description: Incorporate sounds and visual effects to enhance your Scratch projects.

Objective:

- Learn to add sound effects and visual effects to Scratch projects.

Standards:

- **CSTA 1A-AP-11:** Create a program that includes sounds, simple graphics, and animations.

Procedure:

1. **Introduction to Sounds and Effects (10 minutes):** Explain how to add sounds from the Scratch library or record new ones.
2. **Adding Sounds (10 minutes):** Demonstrate how to attach sound effects to events (e.g., when sprite clicked).
3. **Exploring Visual Effects (15 minutes):** Show how to use effects blocks like change color, set color, and change size.
4. **Activity (15 minutes):** Students add both sound and visual effects to their sprites and adjust settings to see the impact.
5. **Discussion (10 minutes):** Discuss how these elements can enhance their projects.

Guiding Questions:

- How do sound and visual effects improve the interaction with your project?
- What are some ways you can trigger an effect in Scratch?

Conclusions: Students should understand how to enrich their projects with sound and visual effects, enhancing user engagement and project aesthetics.