

Fossil animation extension ideas

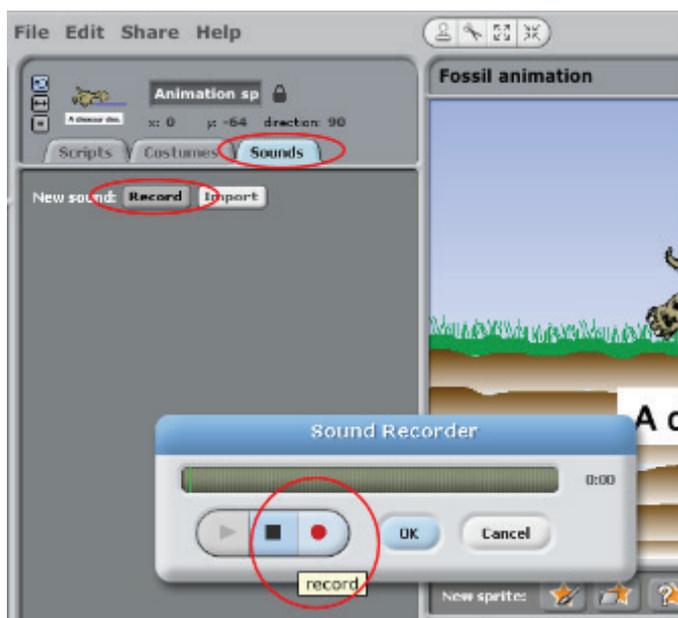
1 Adding sound to your animation

Scratch lets you record sounds that can be played as part of your program. This means you could record yourself explaining each step of the animation, or add sound effects, such as a dinosaur dying!

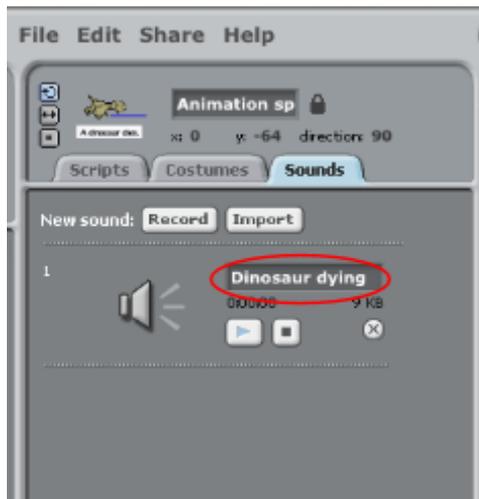
If you are using Scratch 1.4

To record a new sound, select the sounds tab and click record, as shown below. This will open the sound recorder.

Use the record  and stop  buttons to record a new sound.



When you have recorded your new sound, click ok and you will see the sound labelled 'recording1'. Rename it so you know what it is.



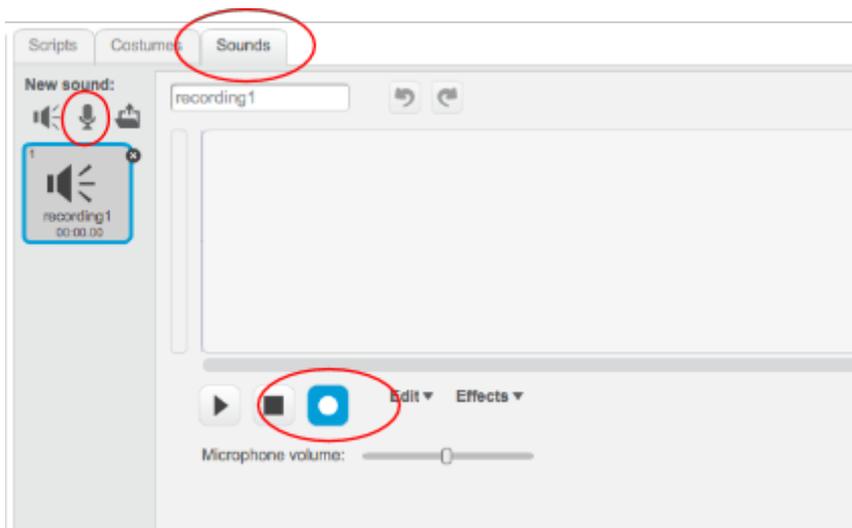
You can now use the 'play sound' command (in the sound blocks) within your program and select which sound to play from the drop down box.



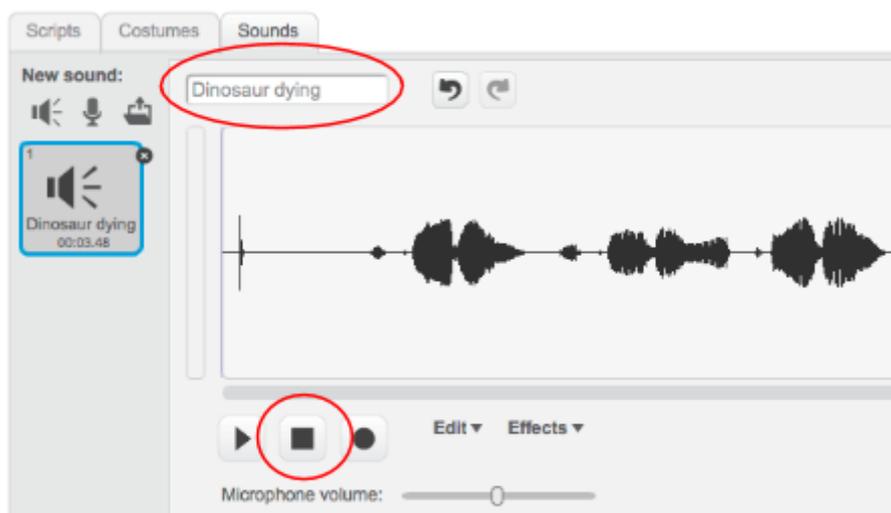
You can repeat the steps above to record in as many different sounds as you like which can then be used as part of your animation.

If you are using Scratch 2

To record a new sound, select the sounds tab, then click on the microphone icon for a new sound recording, then click the record button, as shown below.



Once you have recorded your sound, click the stop button and you will see your sound file. This can then be named, as shown below.



You can now use the 'play sound' command (in the sound blocks) within your program and select which sound to play from the drop down box. As shown below.



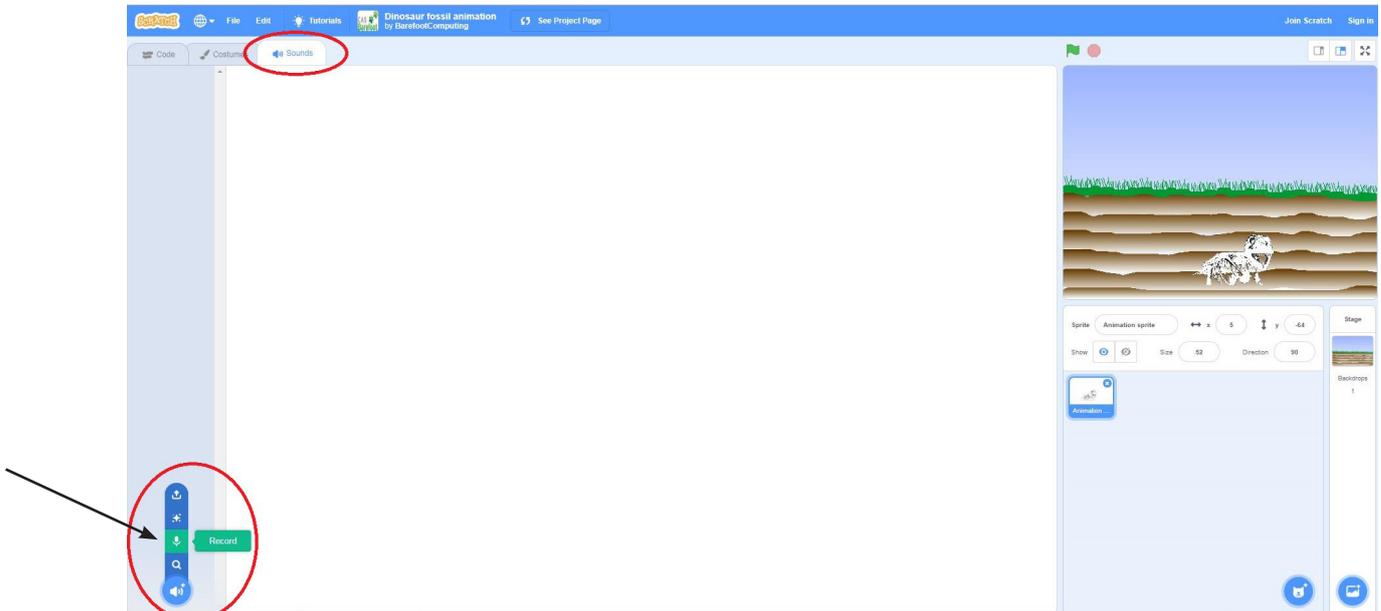
Note

As well as the 'play sound' command, there is also the 'play sound until done' command in Scratch, as shown below. Try tinkering with both these commands to see how they are different.

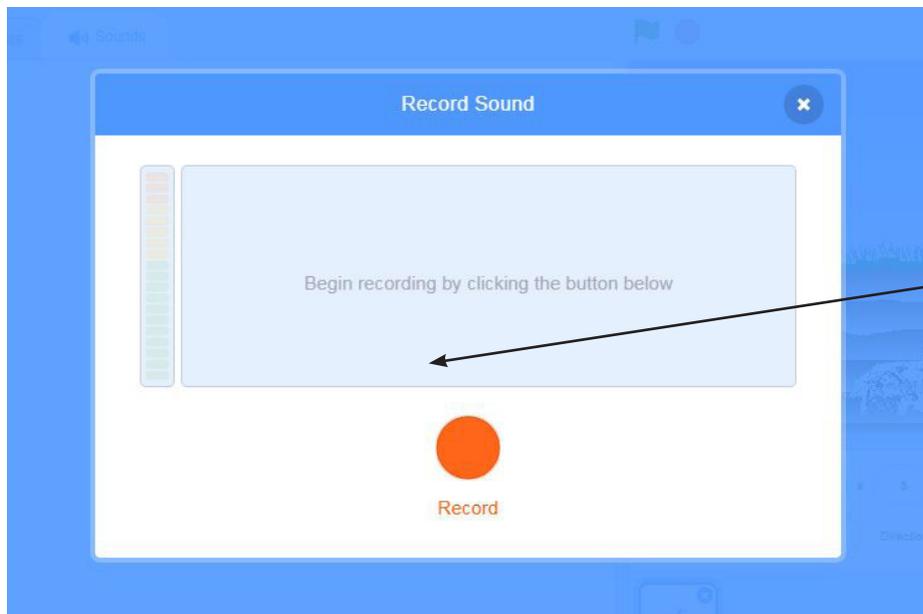


If you are using Scratch 3.0

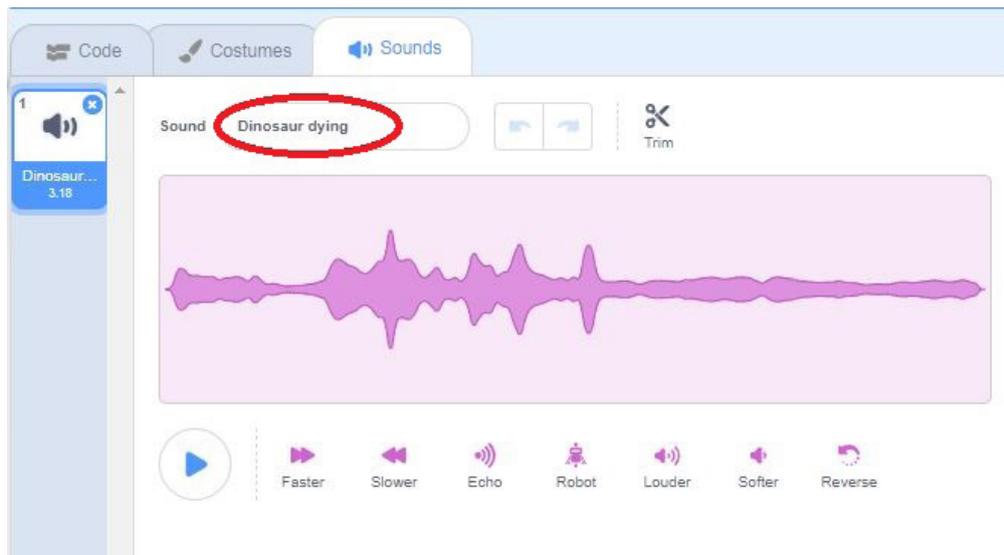
To record a new sound, select the sounds tab, then click on the microphone icon for a new sound recording, then click the record button in the bottom left of the screen, as shown below.



Once you have recorded your sound, click the stop button and you will see your sound file.



This can then be named, as shown below.



You can now use the 'start sound' command (in the sound blocks) within your program and select which sound to play from the drop down box. As shown below.



Note: As well as the 'start sound' command, there is also the 'play sound until done' command in Scratch, as shown below. Try tinkering with both these commands to see how they are different.



2 Controlling when to change each image

Some people watching your animation might want it to go faster and some might want it to go slower. So, wouldn't it be good if the person watching it could choose when they want the next step to show?

Try tinkering with the 'wait until' and 'key pressed' commands, which can be combined as shown below, to see if you can let the person viewing it choose when to move on to the next stage.

