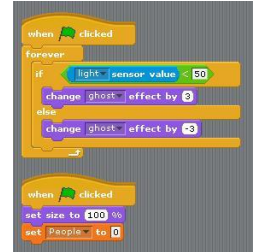
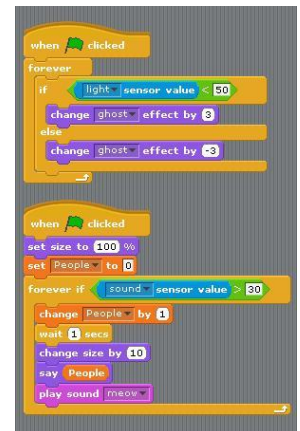


## Project 7: Cat Meow Part 2 (Sound)

1. Open Project 7 : Cat (light sensor).
2. Add a new hat Control script *when [green flag] clicked*.
3. From the *Variables* block palette, select *Make a Variable*. Name the variable “People”. Make sure *For all sprites* is selected.
4. In order for the sprite to “meow” and grow every time there is a loud noise, begin by dragging the Looks *set size to 100%* and the Variable *set the variable People to 0* scripts under the new hat script.



5. Using a *forever if* block and the reporter  >  write the script to say the “if there is a sound louder than 30.
6. Inside the loop, add the blocks:
  - A. *change [the variable] People by 1,*
  - B. *Wait 1 sec*
  - C. *change the size by 10,*



7. Drag the *say Hello!* block from the *Looks* scripts inside the *forever if* loop. Click on the *Variables* block palette and drop the variable *People* into the “Hello!” slot.
8. Finish by having the cat play the sound, Meow.

You may practice recording your own sounds as well as using effects other than “ghost”.