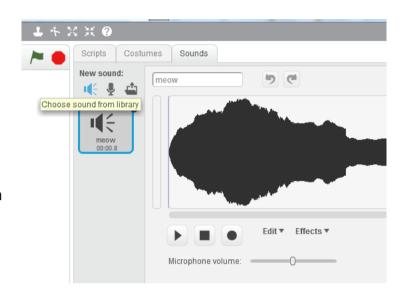
## Adding sound

This is the code for the **Ball sprite** from the Pong game.

- Click on the **Sounds** tab at the top of the screen (in the centre)
- Click the icon on the left to load a sound from the library
- Choose the sound and click on it (don't just preview it)
- 4. Click OK



- 5. Click on the **Scripts** tab
- 6. Find the code section where you want to add the sound

You need to add a **Play Sound** block (from the Sounds section) in the right place

- 7. Drag the block into the right place in the code and change the sound it plays by clicking on the drop down section
- 8. **Test** the code to check that it works

```
when clicked play sound meow forever

if touching color ? then

point in direction 180 - direction

turn (* pick random 10 to 20 degrees
```

```
when clicked

forever

if touching color ? then

play sound meow point in direction 180 - direction

turn (pick random 10 to 20 degrees
```