

Adult Guidance: Scores, Sounds and Special Effects

Lesson 4

Children's individual solutions to creating the code may vary but trial and error and experimentation with ideas should be encouraged.

At the end of this lesson, it is recommended that children save their work under a new name that indicates 'Final Quiz Lesson 4' to allow for assessment against this lesson's success criteria.

The blocks introduced in this lesson will be added into last lesson's algorithms to enhance the quiz.

Some Potential Debugging

- Ensure the children open up their previously saved quiz in order to add the new effects, sounds and score code.
- Ensure the children select the **start sound** block as opposed to **play sound until done**. This will ensure that the rest of the code will start at the same time, such as the sprite changing its looks.
- The children should use the **set score to 0** block at the start of their quiz as this will reset the score to 0 when playing the quiz again. The **change score by 1** option should be used within each question to ensure the score increases after each correct answer is provided.

Possible code for changing a sprite's effect:

```

when clicked
say Well Done!
repeat 20
change whirl effect by 25
repeat 20
change whirl effect by -25
    
```

```

when clicked
switch backdrop to Jurassic
ask What is 6 x 7? and wait
if answer = 42 then
start sound Tada
say Well done!
repeat 8
change whirl effect by 25
wait 0.3 seconds
clear graphic effects
else
start sound Low Boing
change color effect by 50
say Oh no! for 2 seconds
clear graphic effects
    
```

Many different effects can be chosen by clicking in the drop-down menu on the block.

```

change color effects by 25
    
```

- ✓ color
- fisheye
- whirl
- pixelate
- mosaic
- brightness
- ghost

Possible code for adding a sound and a score:

Ensure that a **set Score to 0** block is added at the start of the algorithm.

Make sure the **start sound** block is added before the **repeat** block.

Ensure to **change Score by 1** every time a correct answer is given.

```

when clicked
  switch backdrop to Jurassic
  set Score to 0
  ask What is 6 x 7? and wait
  if answer = 42 then
    change Score by 1
    start sound Tada
    say Well done!
    repeat 8
      change whirl effect by 25
      wait 0.3 seconds
    clear graphic effects
  else
    start sound Low Boing
    change color effect by 50
    say Oh no! for 2 seconds
    clear graphic effects
  
```


Adult Guidance: Scores, Sounds and Special Effects Lesson 4

For the children completing the *** **Special Effects, Sounds and Scores Activity Sheet**, here is a possible approach to deducting points on the scoring system for incorrect answers:











Ensure to use a **change Score by -1** under the **else** section of the algorithm.








Coding with Scratch: Questions and Quizzes: Scores, Sounds and Special Effects

National Curriculum Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts. Use sequence, selection, and repetition in programs; work with variables and various forms of input and output. Aim To use special effects, sounds and scores to enhance a quiz.		Lesson Duration It is estimated that this lesson will take approximately 60 minutes.	 60 mins Approx.
Success Criteria I can add effects to a sprite. I can add sounds to a sprite. I can create a variable. I can add a score to a quiz.	Key Vocabulary Algorithm, backdrop, command, control, debug, effect, function, looks, operator, project, record, repeat, score, sensing, variable.		
Resources Lesson Pack PC devices, such as laptops, Chromebooks and/or tablets Scratch Online version accessed via https://scratch.mit.edu/	Preparation How to Create a Score Guidance Sheet - as required Recording Sounds Guidance Sheet - as required How to Add Sounds Guidance Sheet - as required Differentiated Special Effects, Sounds and Scores Activity Sheet - one per child Please access Lesson 4 (Adding a Score and Sounds) Teacher Example in the _____		

Prior Learning: In the previous lesson, the children will have looked at how to change a sprite's costume, size and colour. They have also learnt how to set and change a backdrop at the start and end of an algorithm.

Learning Sequence

	Remember It: Using the Lesson Presentation , show the children the different Scratch blocks used in the lessons so far. Can they match the blocks to their categories? Then recap what the children did in the previous lesson using the prompts.	
	Adding a Special Effect to a Sprite: Using the Lesson Presentation , show the children how to adapt what they learnt in the previous lesson when setting the sprite colour to a certain value. Use the drop-down bar to show how different options can be selected, such as fisheye, whirl and ghost. The children should then be encouraged to try this for themselves.	
	Adding a Sound Effect: Using the Lesson Presentation , show the children how to add a sound effect to their sprites when they get a quiz answer right or wrong. Explore how to import a sound from the sound library. Encourage the children to think about the two different blocks that can be used to insert sound. Explain that if we have to wait until the sound is done, the rest of the code may be delayed and the quiz may not flow as effectively.	
	Scoring Systems: Using the Lesson Presentation , show the children how to create a new variable for a score and how to use the drop-down box to select score on the Variables block. They should then be shown how to snap this into an algorithm.	

	<p>Improve Your Quiz: Using the Lesson Presentation and the differentiated Special Effects, Sounds and Scores Activity Sheet, introduce the children to their task of adding a special effect, a sound effect and score to their quiz. You could show the example of how the code should look by opening the Lesson 4 (Adding a Score and Sound Teacher Example) in the Scratch Project Area. They will need to open their saved quiz from the last lesson to begin this task. The children can also refer to the How to Add Sounds Guidance Sheet, How to Create a Score Guidance Sheet and Recording Sounds Guidance Sheet to help them with this activity, if needed.</p> <div style="display: flex; justify-content: space-between;"> <div data-bbox="215 302 598 504"> <p> Children are given a breakdown of the relevant code and prompts to change the sprite effect, to add sound effects and to also add a score. Top tips are provided.</p> </div> <div data-bbox="614 302 997 548"> <p> Children are given prompts to help them change the sprite effects, add sound effects and add a score variable. Helpful hints and useful blocks are provided as well as extra independent challenges.</p> </div> <div data-bbox="1013 302 1396 638"> <p> Children are given instructions without useful blocks. They are asked to change the sprite effects, add sound effects and add a score variable. The children are challenged to record their own sounds and to deduct points if incorrect answers are provided in their quiz. Useful hints are provided.</p> </div> </div>	
	<p>Debug and Review: Using the Lesson Presentation, ask the children to play the quizzes created in the classroom. Does anything need debugging or could they suggest any improvements or alterations? Encourage the children to give positive feedback.</p>	

Exploreit

Rememberit: Ask the children to look over their [Knowledge Organiser](#). The children can test each other on the key vocabulary, highlighting the words that they understand so far.

Exploreit: The children can access the [Scratch Project Area](#) to experiment changing a sprite's size. They will also have the opportunity to add movement to their algorithms.

Assessment Notes:

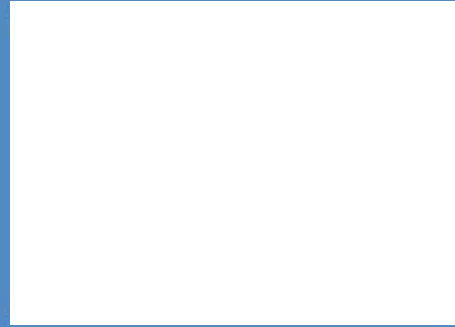
Disclaimers:

External Links:

This resource contains links to external websites and/or external apps. Please be aware that the inclusion of any link in this resource should not be taken as an endorsement of any kind by Twinkl of the linked website and/or app, or any association with its operators. You should also be aware that we have no control over the availability of the linked pages and/or apps. If the link is not working, please let us know by contacting TwinklCares and we will try to fix it although we can assume no responsibility if this is the case. We are not responsible for the content of external sites and/or external apps.

Scratch Safety:

Showing or creating the flashing sprite effect could be problematic for children with conditions such as epilepsy. Discretion is advised.

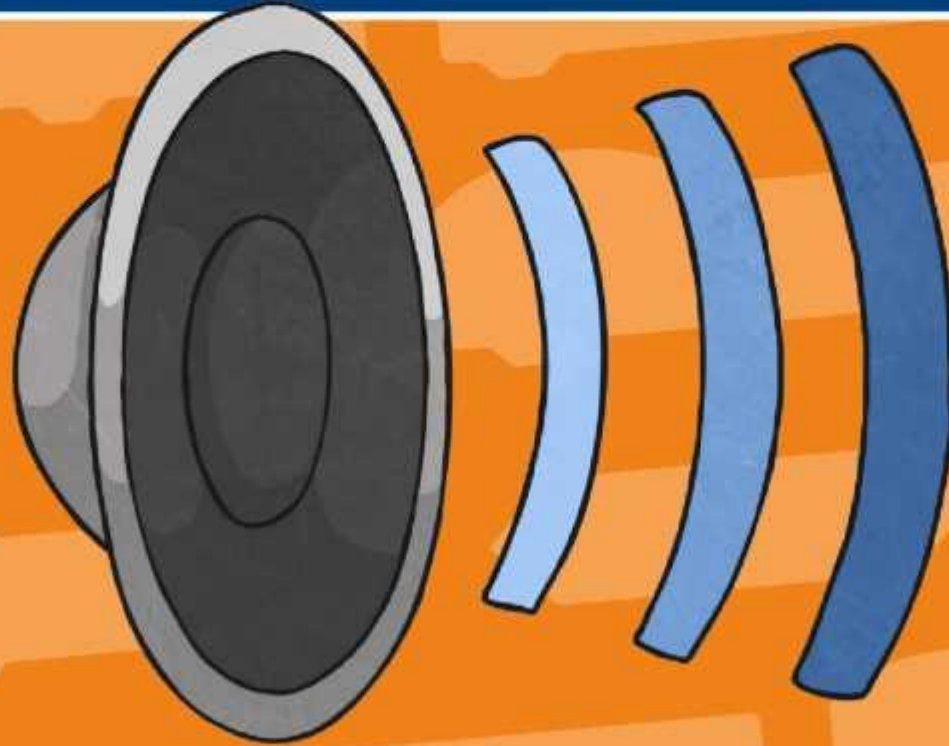


Computing

Coding with Scratch: Questions and Quizzes

Coding
with Scratch

Scores, Sounds and Special Effects



Aim

- To use special effects, sounds and scores to enhance a quiz.

Success Criteria

- I can add effects to a sprite.
- I can add sounds to a sprite.
- I can create a variable.
- I can add a score to a quiz.

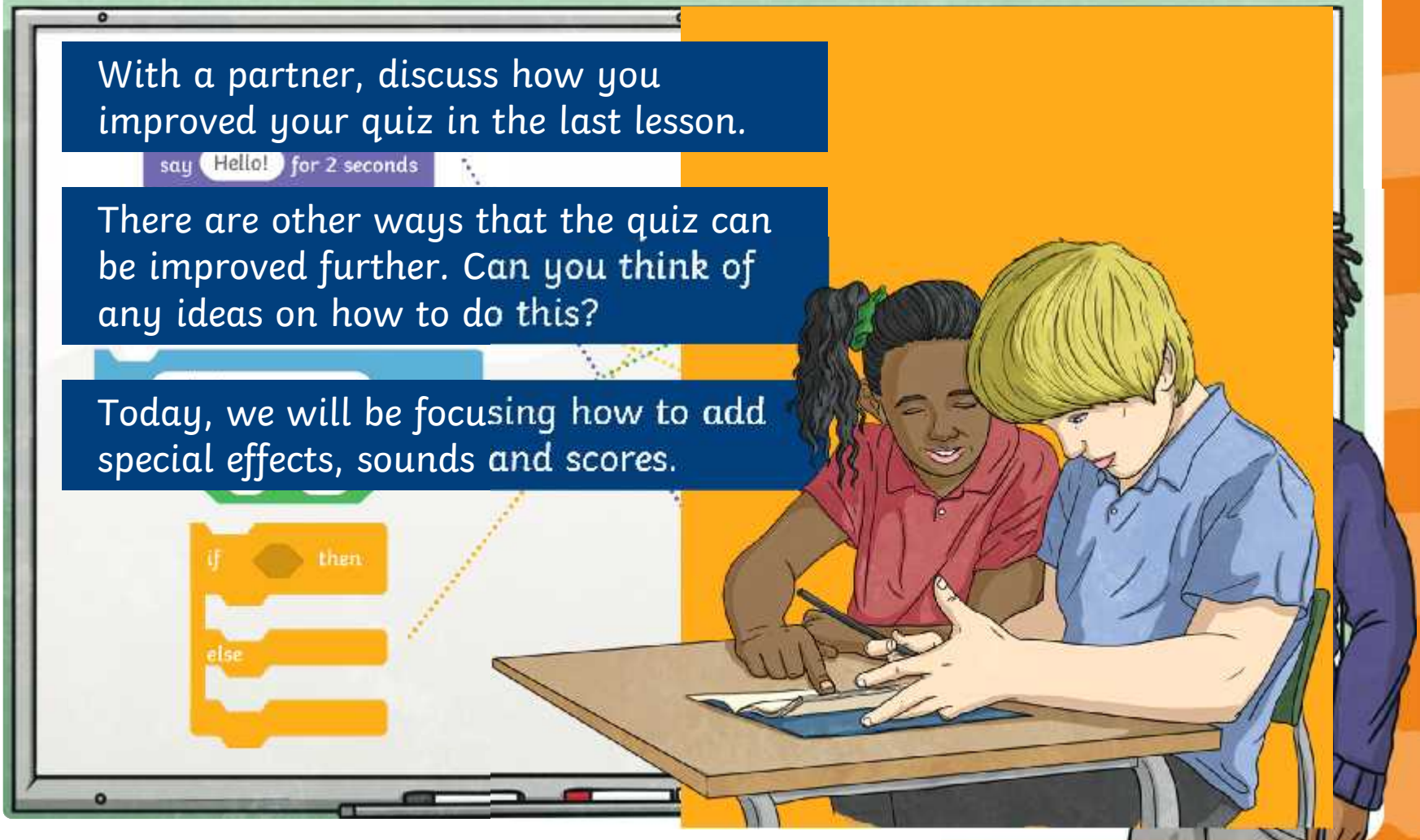
Remember It

With a partner, discuss how you improved your quiz in the last lesson.

say Hello! for 2 seconds

There are other ways that the quiz can be improved further. Can you think of any ideas on how to do this?

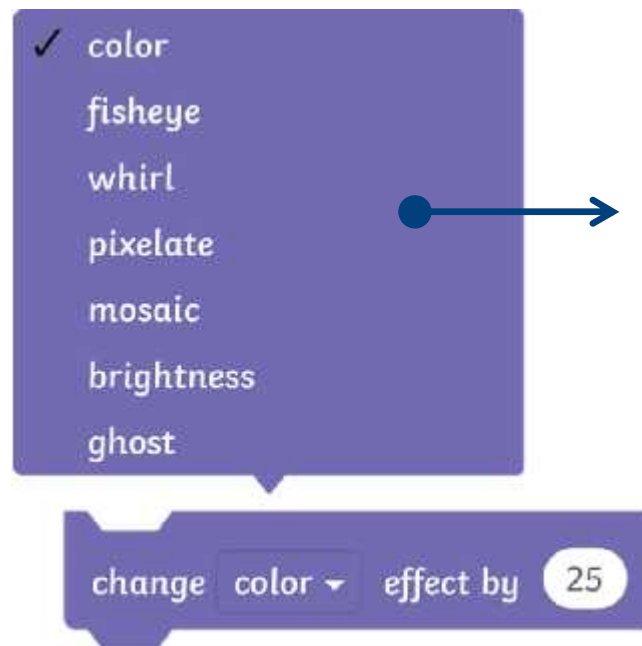
Today, we will be focusing how to add special effects, sounds and scores.



Adding a Special Effect to the Sprite

Now that you know how to change a sprite's size, colour and costume, you will be experimenting with how to add a special effect to a sprite.

Can you think when this may be useful to use in your quiz?



If you click in the drop-down box inside this **Looks** block, you can choose the different effects available within Scratch.

Adding a Special Effect to the Sprite



Open Scratch and click to create a new project.

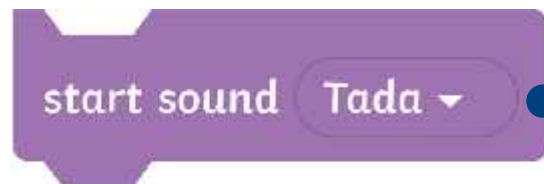
Choose a background

```
when green flag clicked
say Well Done!
repeat (20) times
  change whirl effect by 25
repeat (20) times
  change whirl effect by -25
```

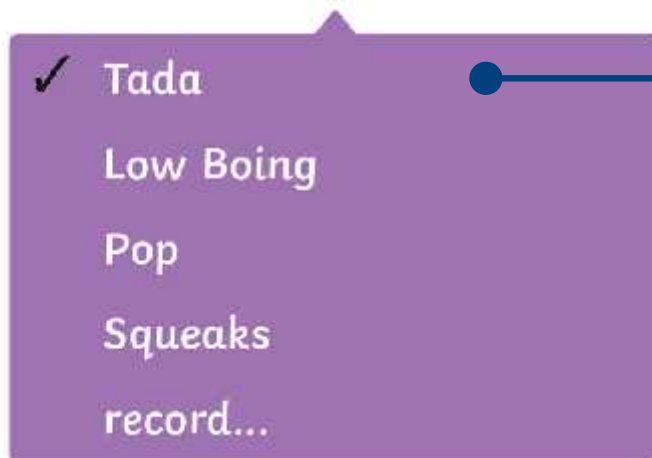
Experiment with the different types of special effects you can add to a sprite. You could choose to change the look of the sprite by adding effects, such as a **whirl**, **fish-eye** or **ghost**.

Adding a Sound Effect

We can make a quiz more appealing by adding sound effects. These can be slotted inside the **if...then...else...** blocks so a sound plays when a correct or incorrect answer is given.



When you click on the **Sound** block, click on the drop-down menu to choose the sound you want to be played.

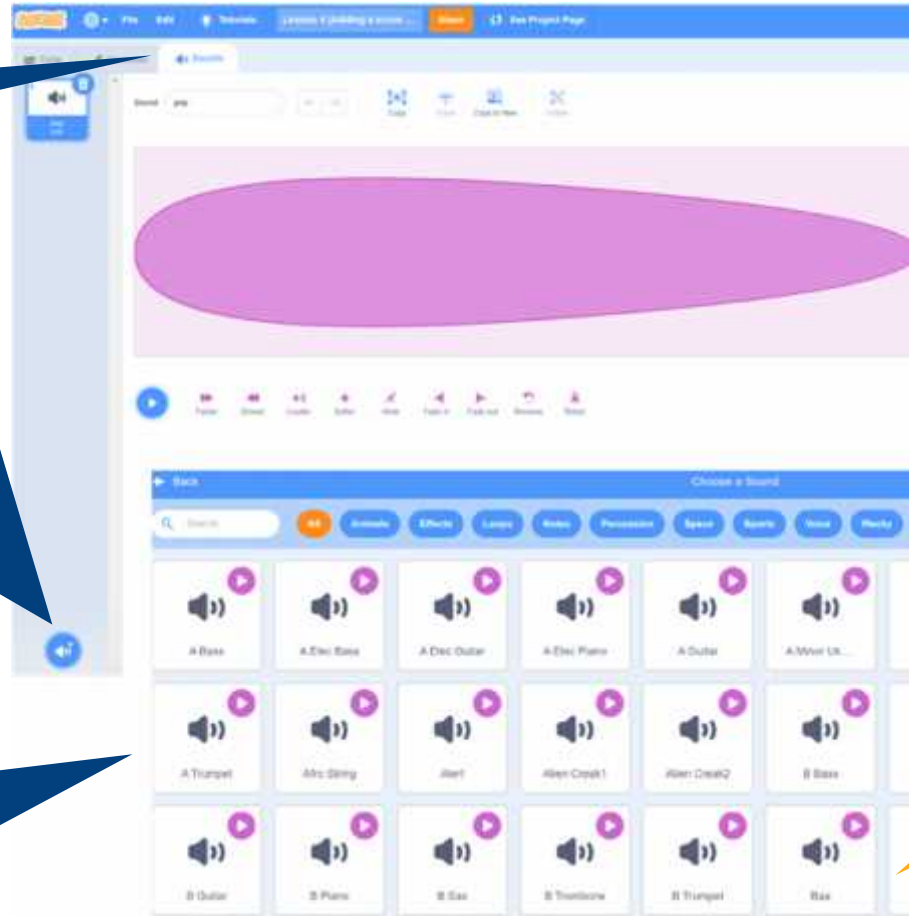


You may need to import a sound from the sound library.

Adding a Sound Effect

Click on the **Sounds** tab.

Click here to open up the sound library. You can choose many different sounds from here. These will appear in the drop-down menu of the sound block, once selected.



If you hover over the purple play button, you will be able to preview the sound before selecting it.

Adding a Sound Effect

Once a sound effect is selected, it can be added to your quiz question algorithm.

Discuss with a partner:

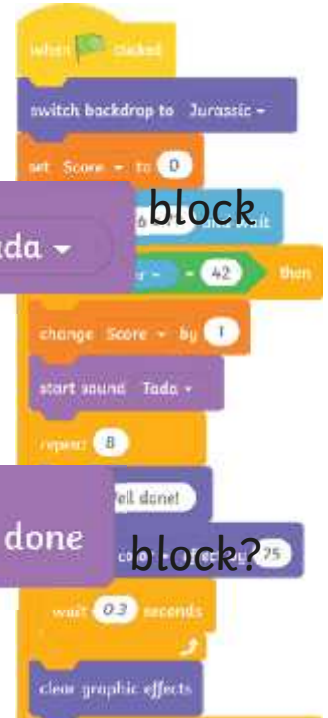
Can you spot where the sound effects have been added here?

How have they been used?

been used instead of a

start sound Tada until done block?

You can also experiment with changing the sound length in the sound library and recording your own sounds.



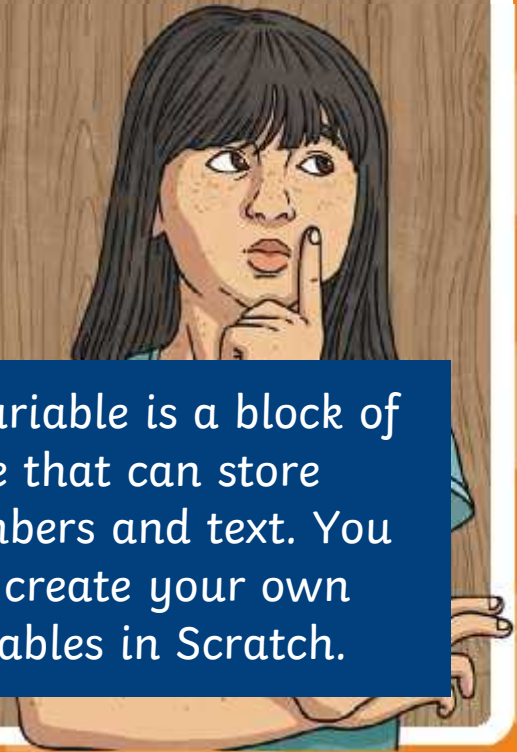
Scoring Systems

As you are designing a maths quiz, it may be useful to keep a score of how many questions the contestant gets correct. It may be useful to think about how you would like your quiz to score. For example:

- 1 Do you want your score to increase by one each time?
- 2 Do you want the score to remain the same if an incorrect answer is provided?

For each of the above scenarios, you will have to think carefully about where you place a **Variables** block of code to ensure it carries out the command correctly.

A variable is a block of code that can store numbers and text. You can create your own variables in Scratch.



Scoring Systems: Creating a Variable

Firstly, you will need to click on **Variables** and select **Make a Variable**. A box will appear where you will need to type in the name 'Score'.

The image shows the Scratch interface. On the left, the 'Variables' menu is open, displaying a 'Make a Variable' button. Below it, a variable named 'my variable' is listed with a checkbox. Further down, there are four orange blocks: 'set my variable to 0', 'change my variable by 1', 'show variable my variable', and 'hide variable my variable'. On the right, the 'New Variable' dialog box is open. It has a title bar with a close button. The text 'New variable name:' is followed by a text input field containing the word 'Score'. Below the input field are two radio buttons: 'For all sprites' (which is selected) and 'For this sprite only'. At the bottom of the dialog are 'Cancel' and 'OK' buttons. Two blue arrows originate from the text above: one points to the 'Make a Variable' button, and the other points to the 'Score' text in the input field.

Scoring Systems: Creating a Variable

Make sure you tick this **Score** block as this will make the **Score** appear on the **Stage**.

Variables

Make a Variable

my variable

Score

set my variable ▾ to 0

change my variable ▾ by 1

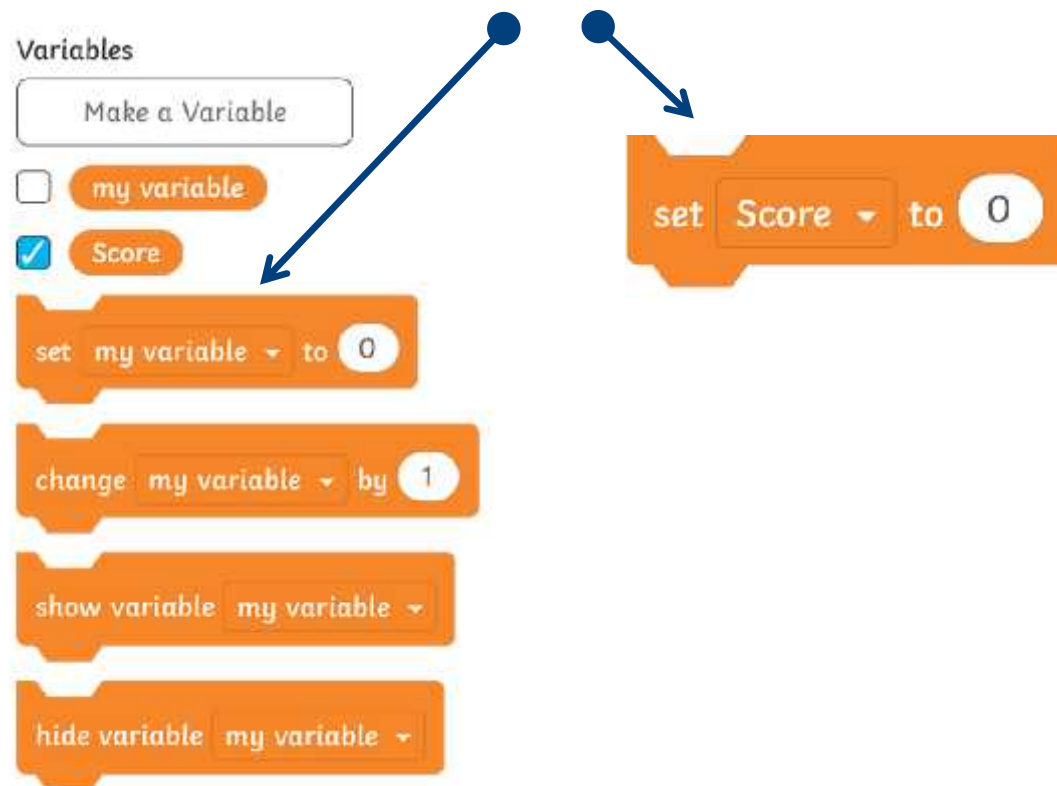
show variable my variable ▾

hide variable my variable ▾



Scoring Systems: Creating a Variable

You will need to click on the **set my variable to 0** block, click in the drop-down box and select **Score**. Your block should now look like this:



Scoring Systems: Changing a Variable

If you would like the score to increase by one each time, you can select this block and add inside the **if...then...else...** block.

The image shows the Scratch 'Variables' panel on the left and a script block on the right. The 'Variables' panel includes a 'Make a Variable' button, a list of variables with checkboxes, and a list of variable manipulation blocks. The 'Score' variable is selected. The script block on the right is a 'when clicked' event that switches the backdrop to 'Jurassic', sets 'Score' to 0, asks 'What is 6 x 7?', and then uses an 'if' block to check if the answer is 42. If true, it changes 'Score' by 1. Two blue arrows point from the 'change my variable by 1' block in the 'Variables' panel to the 'change Score by 1' block in the script.

Variables

- Make a Variable
- my variable
- Score

set my variable to 0

change my variable by 1

show variable my variable

hide variable my variable

when clicked

switch backdrop to Jurassic

set Score to 0

ask What is 6 x 7? and wait

if answer = 42 then

change Score by 1

Scoring Systems: How to Add a Score

```
when clicked
  switch backdrop to Jurassic -
  set Score to 0
  ask What is 5 x 7? and wait
  if answer = 42 then
    change Score by 1
    start sound Tada -
    repeat 8
      say Well done!
      change color - effect by 25
    wait 0.3 seconds
    clear graphic effects
  else
    start sound Low Boing -
    change color - effect by 50
    say Uh nah! for 2 seconds
    clear graphic effects
```

The below code demonstrates how you would add the **Score** variable to each question. The **Variables** block will need to go underneath the **if** section of the **Control** block.

Looking at this algorithm, what do you think happens if question 1 was answered **correctly**?

What do you think happens if question 1 was answered **incorrectly**?

Debug and Review

Now it is your turn to play you friend's quiz. Think about the following:

What do you like the most about their quiz?

Have they included sounds and a score?

Did any part need debugging? Look out for any errors.



Aim

- To use special effects, sounds and scores to enhance a quiz.

Success Criteria

- I can add effects to a sprite.
- I can add sounds to a sprite.
- I can create a variable.
- I can add a score to a quiz.

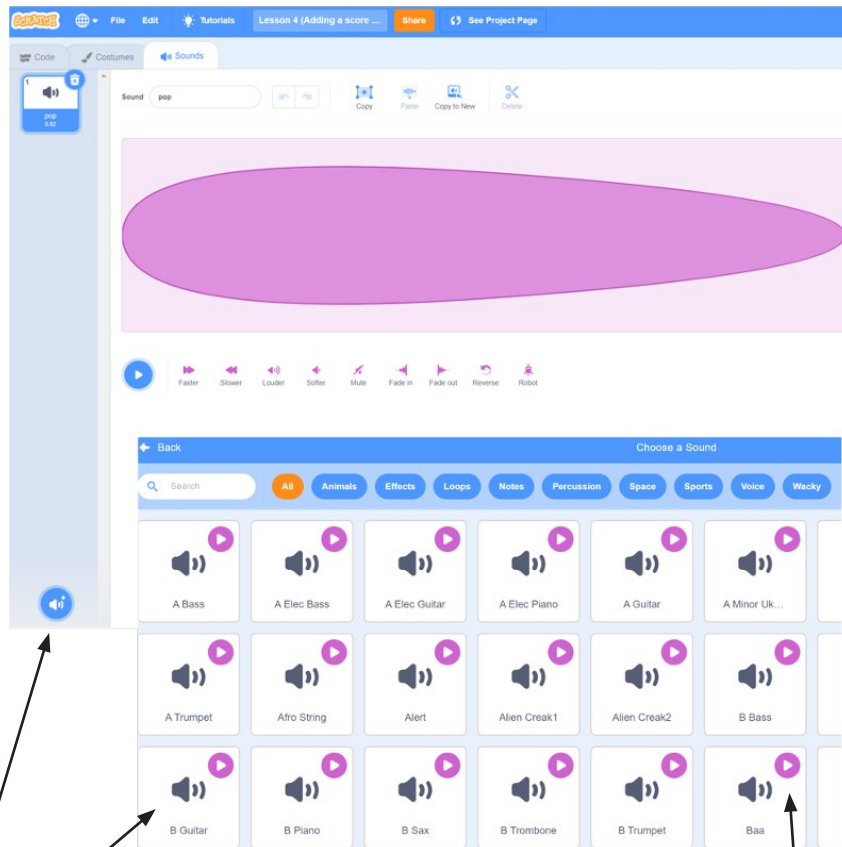
The Scratch logo is a yellow speech bubble with a blue outline and a white arrow pointing to the right. It is centered on a background of orange and light orange abstract shapes.

**Coding
with Scratch**

How to Add Sounds

Use this help sheet when adding existing sounds from the sound library in Scratch.

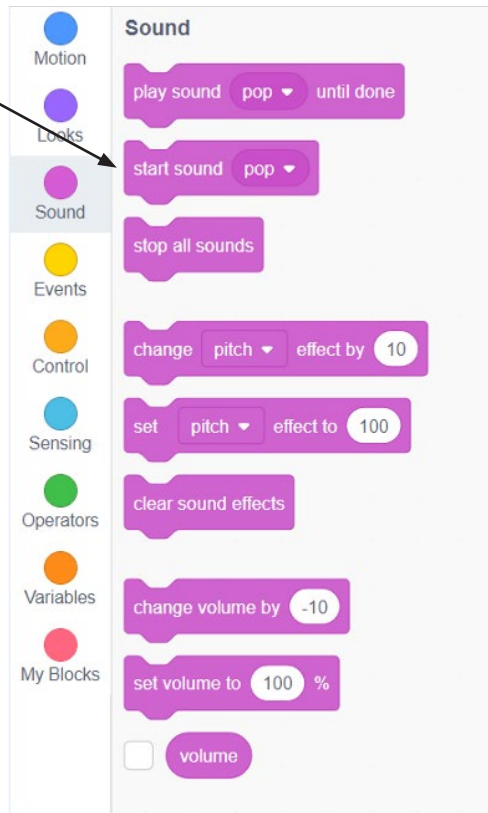
1 Select a sprite, then click on the **Sounds** tab.



2 Click here to open up the sound library. You can choose many different sounds from here.

Hover over the purple play circle to preview the sound before selecting it.

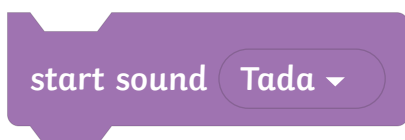
3 Click on the **Code** tab to continue creating your algorithms. Open the **Sound** category in the **Block Palette** to find the blocks needed to code your sound. Click on the drop-down menu within the coding blocks to select the sound you choose from the sound library.



4 Snap any of these sound blocks into your algorithm to make the sound play.



The **play sound until done** block will play the full sound and then the rest of the algorithm will continue to run.



If you select the **start sound** block, the sound will play while the algorithm continues to run.

5 Use this block to **stop all sounds** from playing within the algorithm.



How to Create a Score

Use this help sheet when creating a score in Scratch.



Variables

Click on the **Variables** option in the **Block Palette**.

Select **Make a Variable**.

Make a Variable

New Variable

New variable name:

Score

For all sprites For this sprite only

Cancel OK

Type in the name 'Score' in the empty box. Click on **For all sprites**, so the **Score** variable can be accessed by all sprites.

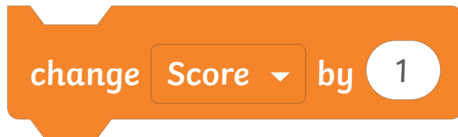


Score

Make sure the **Score** block is ticked if you want the score to be always visible. This will display the **Score** variable on the **Stage** when running your code.



Use this block at the start of an algorithm to set the **Score** to 0.



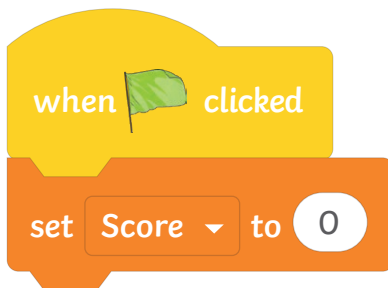
Use this block to change the value of the **Score** by a chosen number typed in the blank space. When snapped on to another block, the score will change.



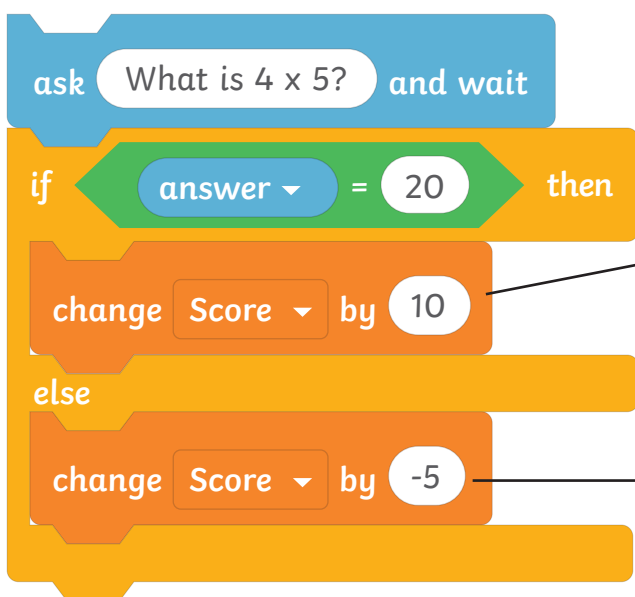
Use this block to display the **Score** variable whenever it is required.



Use this block to hide the **Score** variable.



Add the **set score to 0** at the start of the code.



Depending on the conditions and outcomes, a score variable can be set to increase or decrease.

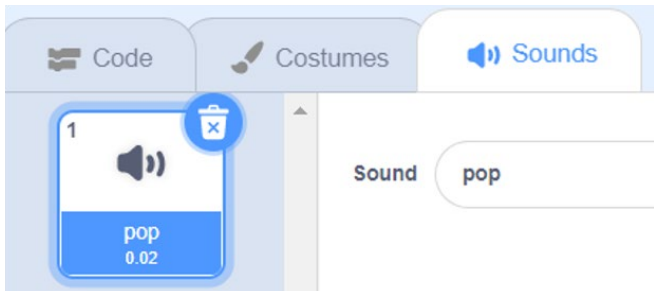
Any value can be inputted here and each time a question is answered correctly, the score will increase by that amount.

Use a minus sign before inputting a value to deduct this amount from the overall score if an incorrect answer is provided.

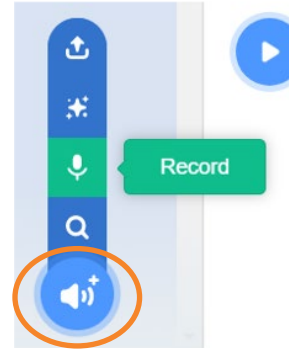
Recording Sounds

Use this help sheet when recording audio using Scratch.

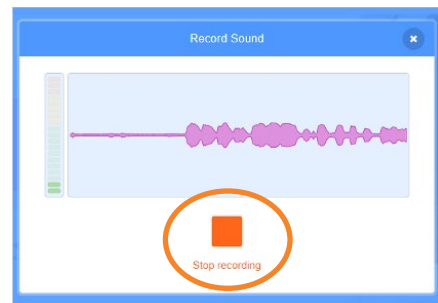
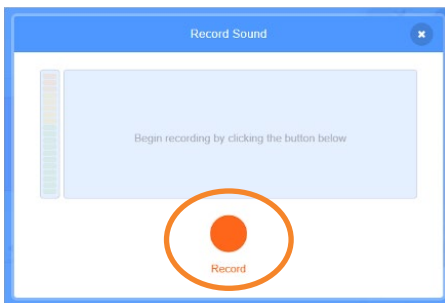
- 1 Select the sprite you are adding your voice to, then click on the **Sounds** tab.



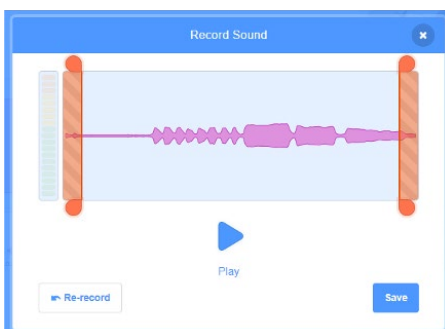
- 2 Click the **Choose a Sound** icon and select the microphone icon to **Record**.



- 3 When you are ready, click the **Record** button. Speak into the microphone and when you have finished, press the **Stop recording** button.



- 4 You can play back your sound and **Re-record** as often as you need to. Click **Save** when you are happy with your recording.



- 5 It is a good idea to give your sound files useful filenames.

Sound **Dee - Look a Castle!**

Special Effects, Sounds and Scores

To use special effects, sounds and scores to enhance a quiz.

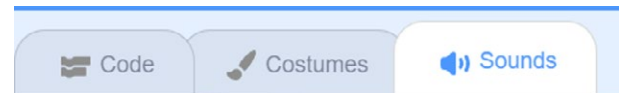
Getting Started: Open your Scratch Quiz from lesson 3 and save the file as a new version called 'Final Quiz Lesson 4'. You will now add the final touches to your maths quiz. Remember to keep saving your work as you make changes to your code.

1. How do I add a special effect?

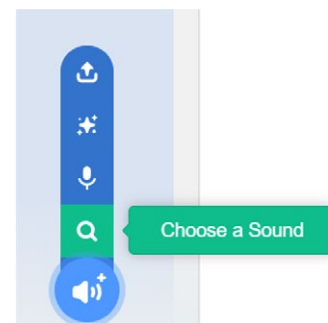


- Look at the first question of your quiz. Instead of changing the **color** in the **Looks** block, use the drop-down menu to select an effect.
- Can you add a different effect to the other questions in your quiz?

2. How do I add a sound to my quiz?

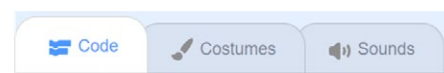


- Click on the **Sounds** tab along the top.

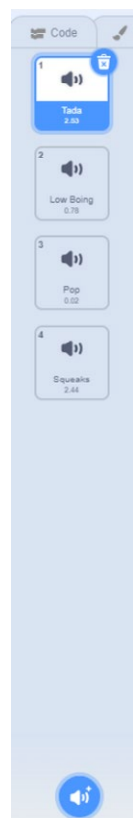


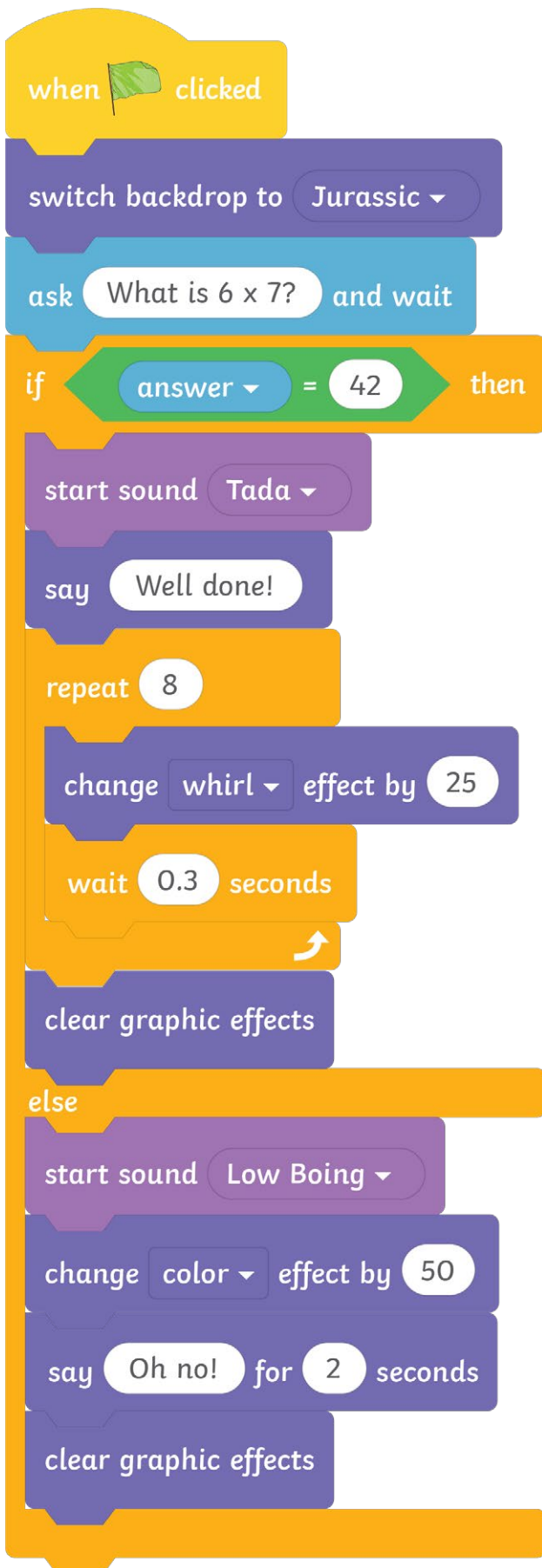
- Click on the **Choose a Sound** option in the bottom left-hand corner.

- Select a sound from the sound library for the correct answers. Then, click on **Choose a Sound** again to select a different sound for when an answer is incorrect. Your chosen sounds will appear down the left-hand side of the **Block Palette**.



Top Tip: Remember to click on the **Code** tab at the top of the screen to exit the sound library.





- Add a **start sound** block beneath the **if...then** section of the **if...then...else....** block.

Top Tip: Remember to click on the drop-down menu to choose the sound you selected from the sound library.

- Choose another **start sound** block and snap this after the **else** section of the **if...then...else...** block. Use the drop-down menu to select the sound chosen for getting the answer incorrect.
- Continue to add sounds in the same way for the remaining questions in your quiz.

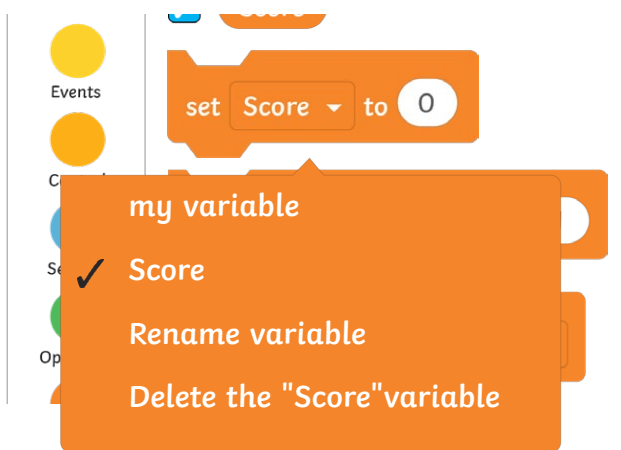
3. How do I add a score to my quiz?

- **Make a Variable** in the **Variables** section on Scratch. Name this 'Score'.

```

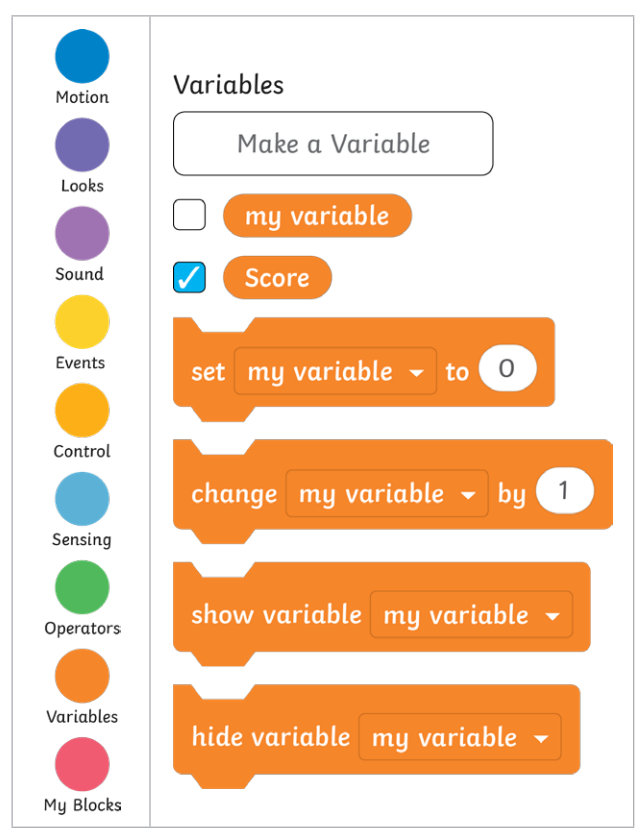
when green flag clicked
  switch backdrop to Jurassic
  set Score to 0
  ask What is 6 x 7? and wait
  if answer = 42 then
    change Score by 1
    start sound Tada
    say Well done!
    repeat 8
      change whirl effect by 25
      wait 0.3 seconds
    clear graphic effects
  else
    start sound Low Boing
    change color effect by 50
    say Oh no! for 2 seconds
    clear graphic effects
  
```

- Add a set **Score to 0** block after the **switch backdrop to** block. This is so the score will always return to 0 when starting the quiz.
- Add a **change score by 1** block and snap it in above the **start sound** block.
- Repeat this for the remaining questions of your quiz.



Top Tip: Remember to use the drop-down menu to change the word **variable** to **Score**.

Top Tip: Remember to click the box beside the **Score** block. When this is ticked, the **Score** will appear on the **Stage** and keep track of the score throughout the quiz.



Challenge:

Can you run your code and check if anything needs debugging?

Special Effects, Sounds and Scores

To use special effects, sounds and scores to enhance a quiz.

Getting Started: Open your Scratch Quiz from lesson 3 and save the file as a new version called 'Final Quiz Lesson 4'. You will now add the final touches to your maths quiz.

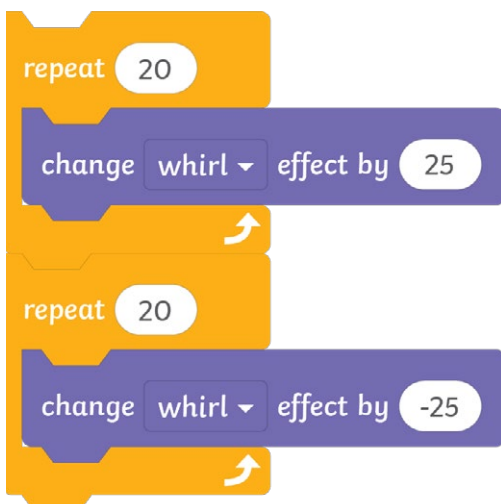
Remember to keep saving your work as you make changes to your code.

Use the blocks below to create the code for adding special effects, sounds and scores.

1. How do I add a special effect?

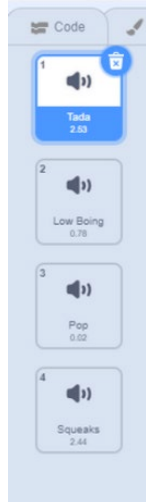


- Look at the first question of your quiz. Instead of changing the **color** in the **Looks** block, experiment with using the drop-down menu to change the effect to any of the options available.



- To make this whirl effect, add this section of code instead of the existing **repeat** block. You could also amend the **change effect by** block that is already in your code.
- What happens if you change the values in the **change effect by** block?

2. How do I add a sound to my quiz?

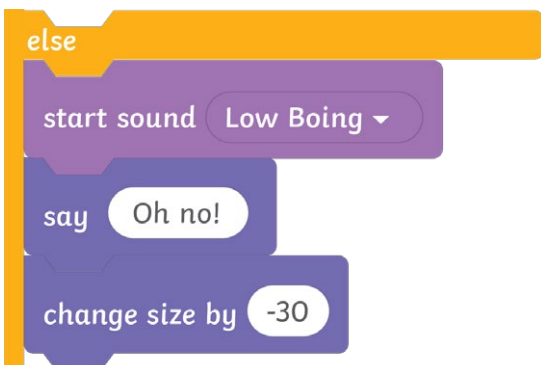


- Go to the **Sounds** tab and select one sound from the sound library for the correct answer and another sound for the incorrect answer.



- Add a **start sound** block beneath the **if...then** section of the **if...then...else...block**.

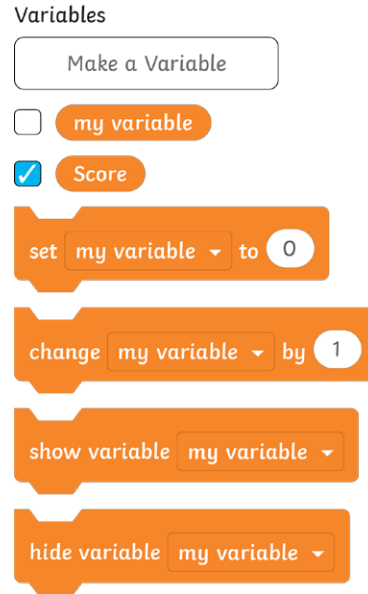
Top Tip: Remember to click on the drop-down menu to choose the sound you selected from the sound library.



- Choose another **start sound** block and snap this after the **else** section of the **if...then...else...block**. Use the drop-down menu to select the sound chosen for getting the answer incorrect.
- Continue to add sounds in the same way for the remaining questions in your quiz.

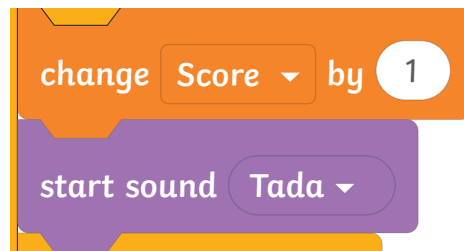
3. How do I add a score to my quiz?

- **Make a Variable** in the **Variables** section on Scratch. Name this 'Score'.



- Add a **set Score to 0** block after the **switch backdrop to** block at the beginning of your quiz. This is so the score will always return to 0 when starting the quiz.

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- Repeat this for the remaining questions of your quiz, above your **sound** blocks for the correct answer.



Top Tip: Remember to use the drop-down menu to change the word **variable** to **Score**.



Top Tip: Remember to click the box beside the **Score** block. When this is ticked, the **Score** will appear on the **Stage** and keep track of the score throughout the quiz.

Challenges:

- Can you see if anything needs debugging in your quiz?
- Can you add your own sound recording to your quiz?

Special Effects, Sounds and Scores

To use special effects, sounds and scores to enhance a quiz.



Getting Started: Open your Scratch Quiz from lesson 3 and save the file as a new version called 'Final Quiz Lesson 4'. You will now add the final touches to your maths quiz.

Remember to keep saving your work as you make changes to your code.

1. How do I add a special effect?

- Look at the first question of your quiz. Instead of changing the colour in the **Looks** block, experiment with using the drop-down menu to change the effect to any of the options available.
- Can you experiment with different effects and values?

2. How do I add a sound to my quiz?

- Go to the **Sounds** tab and select one sound from the sound library for the correct answer and another sound for the incorrect answer.
- Add a **start sound** block beneath the **if...then** section of the **if...then...else....** block.

Top Tip: Remember to click on the drop-down menu to choose the sound you selected from the sound library.

- Choose another **start sound** block and snap this in after the **else** section of the **if...then...else....** block. Use the drop-down menu to select the sound chosen for getting the answer incorrect.
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- Repeat this for the remaining questions of your quiz, above your **sound** blocks for the correct answer.

Top Tip: Remember to use the drop-down menu to change the word **variable** to **Score**.

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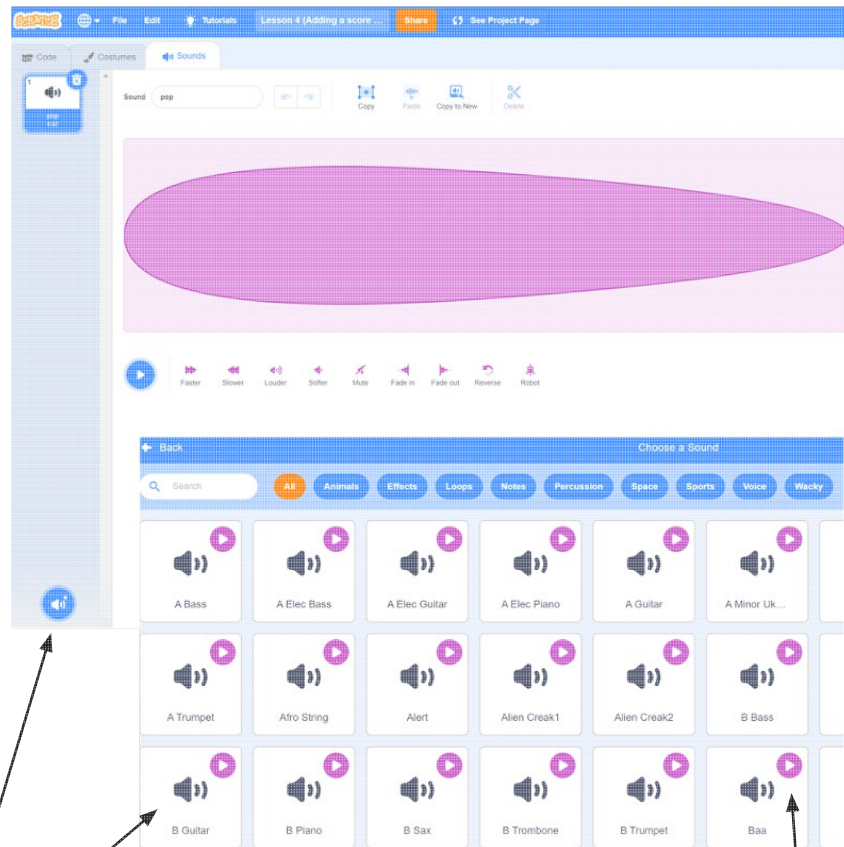
Challenges:

- Can you add your own sound recording to your quiz for the correct and incorrect answers?
- Can you make the quiz deduct a point if the answer is incorrect?

How to Add Sounds

Use this help sheet when adding existing sounds from the sound library in Scratch.

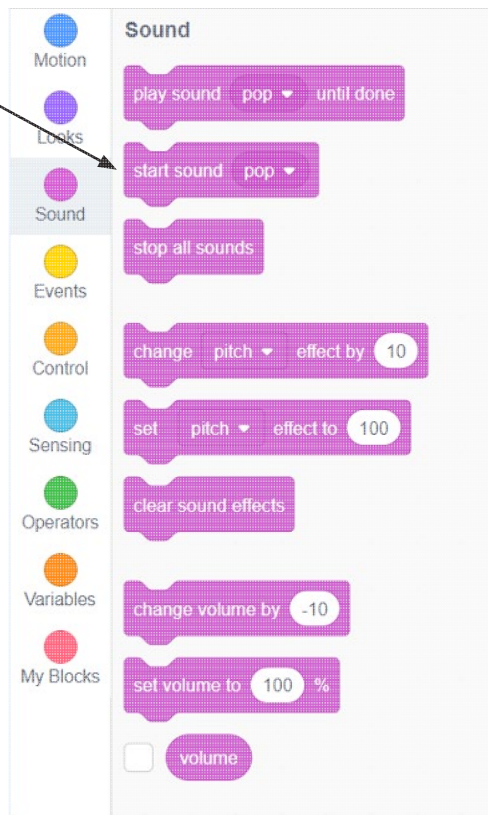
1 Select a sprite, then click on the **Sounds** tab.



2 Click here to open up the sound library. You can choose many different sounds from here.

Hover over the purple play circle to preview the sound before selecting it.

3 Click on the **Code** tab to continue creating your algorithms. Open the **Sound** category in the **Block Palette** to find the blocks needed to code your sound. Click on the drop-down menu within the coding blocks to select the sound you choose from the sound library.



4 Snap any of these sound blocks into your algorithm to make the sound play.



The **play sound until done** block will play the full sound and then the rest of the algorithm will continue to run.



If you select the **start sound** block, the sound will play while the algorithm continues to run.

5 Use this block to **stop all sounds** from playing within the algorithm.



How to Create a Score

Use this help sheet when creating a score in Scratch.



Variables

Click on the **Variables** option in the **Block Palette**.

Select **Make a Variable**.

Make a Variable

New Variable

New variable name:
Score

For all sprites For this sprite only

Cancel OK

Type in the name 'Score' in the empty box. Click on **For all sprites**, so the **Score** variable can be accessed by all sprites.



Score

Make sure the **Score** block is ticked if you want the score to be always visible. This will display the **Score** variable on the **Stage** when running your code.



Use this block at the start of an algorithm to set the **Score** to 0.



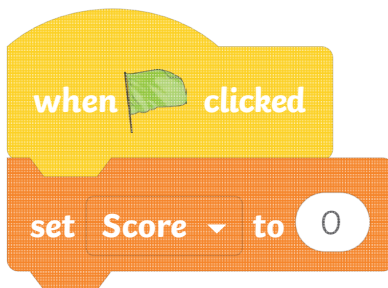
Use this block to change the value of the **Score** by a chosen number typed in the blank space. When snapped on to another block, the score will change.



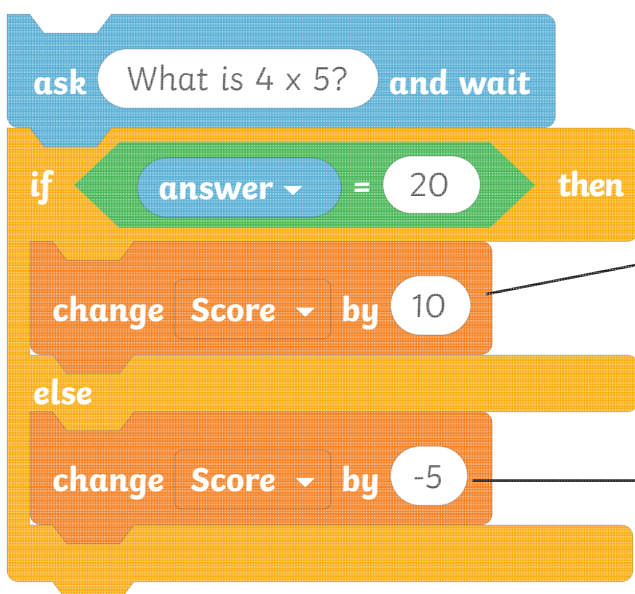
Use this block to display the **Score** variable whenever it is required.



Use this block to hide the **Score** variable.



Add the **set score to 0** at the start of the code.



Depending on the conditions and outcomes, a score variable can be set to increase or decrease.

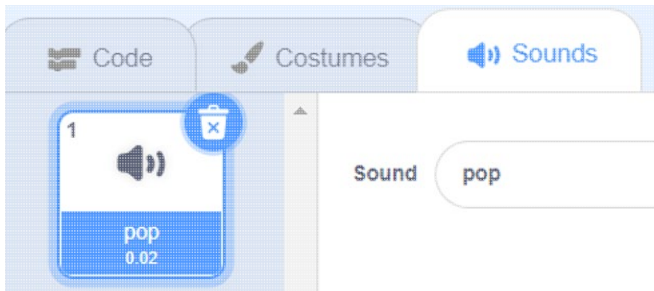
Any value can be inputted here and each time a question is answered correctly, the score will increase by that amount.

Use a minus sign before inputting a value to deduct this amount from the overall score if an incorrect answer is provided.

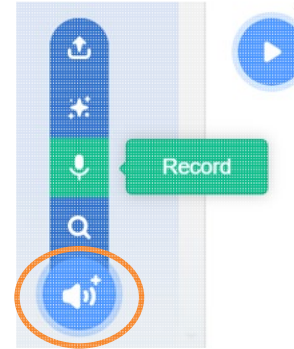
Recording Sounds

Use this help sheet when recording audio using Scratch.

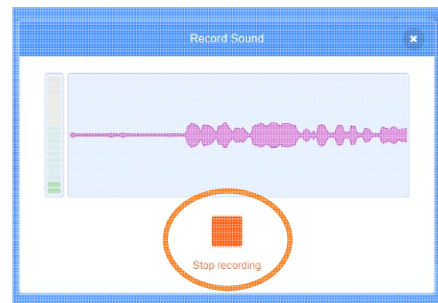
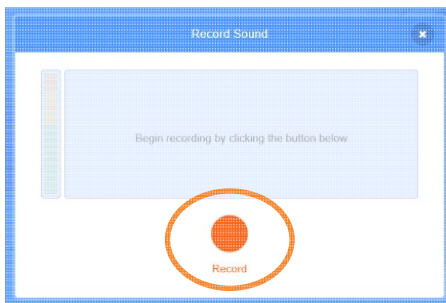
- 1 Select the sprite you are adding your voice to, then click on the **Sounds** tab.



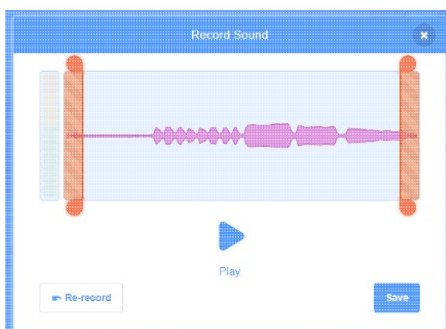
- 2 Click the **Choose a Sound** icon and select the microphone icon to **Record**.



- 3 When you are ready, click the **Record** button. Speak into the microphone and when you have finished, press the **Stop recording** button.



- 4 You can play back your sound and **Re-record** as often as you need to. Click **Save** when you are happy with your recording.



- 5 It is a good idea to give your sound files useful filenames.

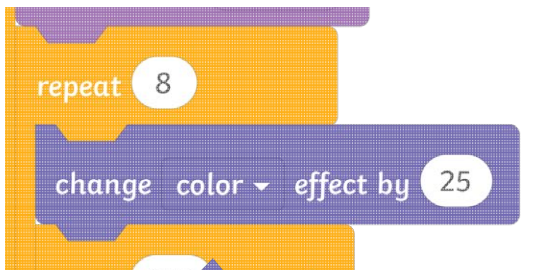
Sound **Dee - Look a Castle!**

Special Effects, Sounds and Scores

To use special effects, sounds and scores to enhance a quiz.

Getting Started: Open your Scratch Quiz from lesson 3 and save the file as a new version called 'Final Quiz Lesson 4'. You will now add the final touches to your maths quiz. Remember to keep saving your work as you make changes to your code.

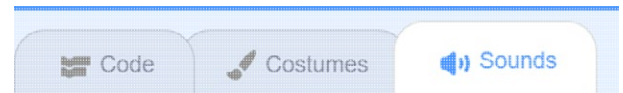
1. How do I add a special effect?



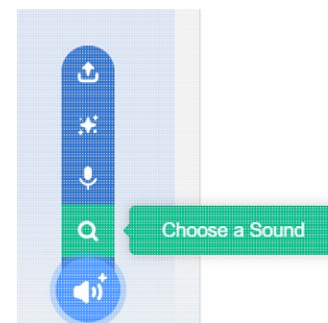
- ✓ color
- fisheye
- whirl
- pixelate
- mosaic
- brightness
- ghost

- Look at the first question of your quiz. Instead of changing the **color** in the **Looks** block, use the drop-down menu to select an effect.
- Can you add a different effect to the other questions in your quiz?

2. How do I add a sound to my quiz?

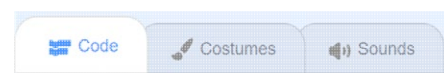


- Click on the **Sounds** tab along the top.

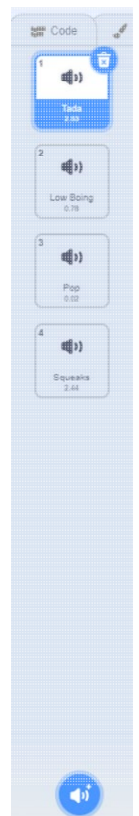


- Click on the **Choose a Sound** option in the bottom left-hand corner.

- Select a sound from the sound library for the correct answers. Then, click on **Choose a Sound** again to select a different sound for when an answer is incorrect. Your chosen sounds will appear down the left-hand side of the **Block Palette**.



Top Tip: Remember to click on the **Code** tab at the top of the screen to exit the sound library.



```

when clicked
  switch backdrop to Jurassic
  ask "What is 6 x 7?" and wait
  if answer = 42 then
    start sound Tada
    say "Well done!"
    repeat 8
      change whirl effect by 25
      wait 0.3 seconds
    clear graphic effects
  else
    start sound Low Boing
    change color effect by 50
    say "Oh no!" for 2 seconds
    clear graphic effects
  
```

- Add a **start sound** block beneath the **if...then** section of the **if...then...else...** block.

Top Tip: Remember to click on the drop-down menu to choose the sound you selected from the sound library.

- Choose another **start sound** block and snap this after the **else** section of the **if...then...else...** block. Use the drop-down menu to select the sound chosen for getting the answer incorrect.
- Continue to add sounds in the same way for the remaining questions in your quiz.

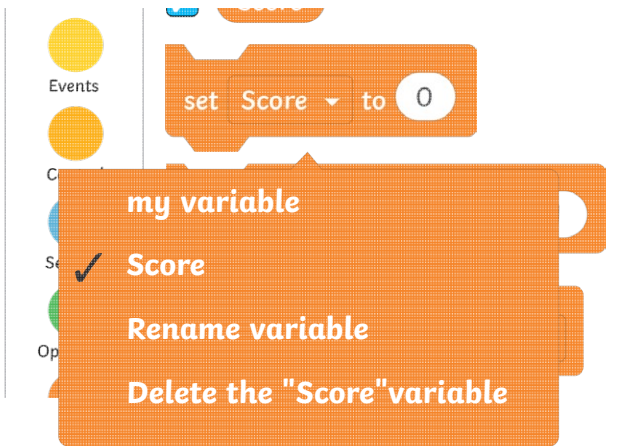
3. How do I add a score to my quiz?

- Make a **Variable** in the **Variables** section on Scratch. Name this 'Score'.

```

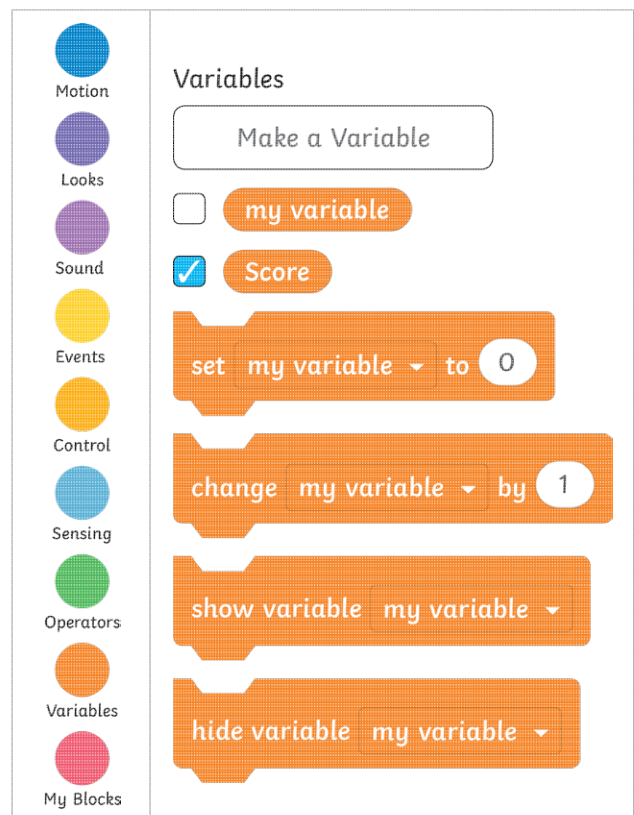
when green flag clicked
  switch backdrop to Jurassic
  set Score to 0
  ask What is 6 x 7? and wait
  if answer = 42 then
    change Score by 1
    start sound Tada
    say Well done!
    repeat 8
      change whirl effect by 25
      wait 0.3 seconds
    clear graphic effects
  else
    start sound Low Boing
    change color effect by 50
    say Oh no! for 2 seconds
    clear graphic effects
  
```

- Add a set **Score to 0** block after the **switch backdrop to** block. This is so the score will always return to 0 when starting the quiz.
- Add a **change score by 1** block and snap it in above the **start sound** block.
- Repeat this for the remaining questions of your quiz.



Top Tip: Remember to use the drop-down menu to change the word **variable** to **Score**.

Top Tip: Remember to click the box beside the **Score** block. When this is ticked, the **Score** will appear on the **Stage** and keep track of the score throughout the quiz.



Challenge:

Can you run your code and check if anything needs debugging?

Special Effects, Sounds and Scores

To use special effects, sounds and scores to enhance a quiz.

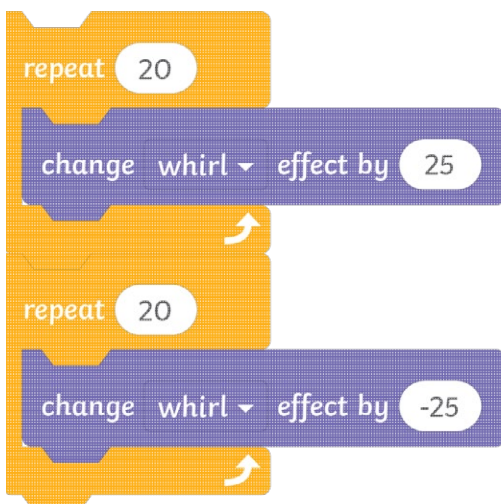
Getting Started: Open your Scratch Quiz from lesson 3 and save the file as a new version called 'Final Quiz Lesson 4'. You will now add the final touches to your maths quiz. Remember to keep saving your work as you make changes to your code.

Use the blocks below to create the code for adding special effects, sounds and scores.

1. How do I add a special effect?

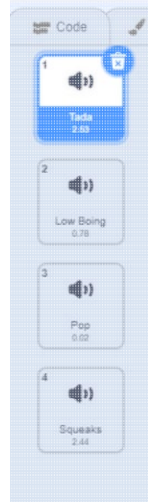


- Look at the first question of your quiz. Instead of changing the **color** in the **Looks** block, experiment with using the drop-down menu to change the effect to any of the options available.

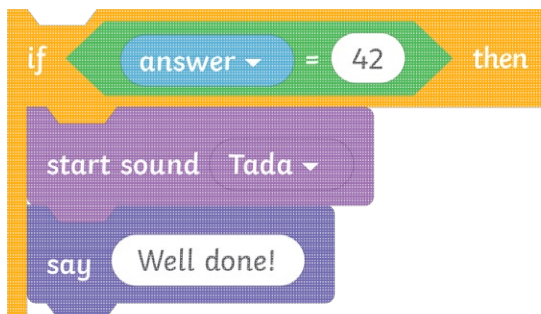


- To make this whirl effect, add this section of code instead of the existing **repeat** block. You could also amend the **change effect by** block that is already in your code.
- What happens if you change the values in the **change effect by** block?

2. How do I add a sound to my quiz?

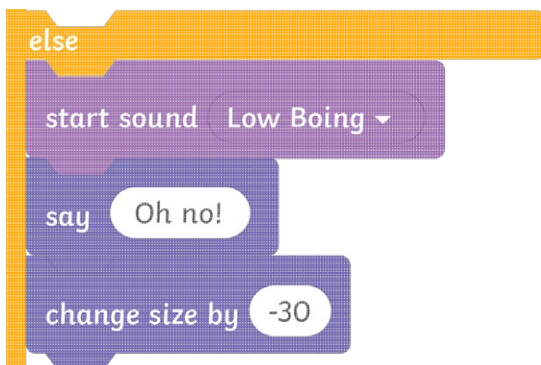


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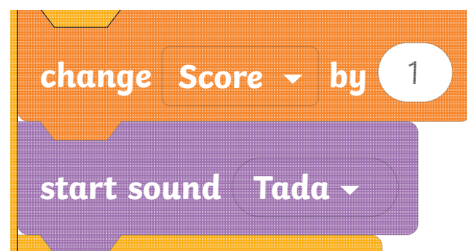
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- Add a **change score by 1** block and snap it in above the **start sound** block.
- Repeat this for the remaining questions of your quiz, above your **sound** blocks for the correct answer.



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- Can you see if anything needs debugging in your quiz?
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- Can you make the quiz deduct a point if the answer is incorrect?

Coding with Scratch: Questions and Quizzes | Scores, Sounds and Special Effects

To use special effects, sounds and scores to enhance a quiz.		
I can add effects to a sprite.		
I can add sounds to a sprite.		
I can create a variable.		
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