

Scratch & How to use Audio from an outside Internet source

**** Remember: If you use any audio sounds or images from outside of Scratch, you MUST provide a citation in the NOTES & CREDITS section of your Scratch project page in order to follow federal Copyright law ****

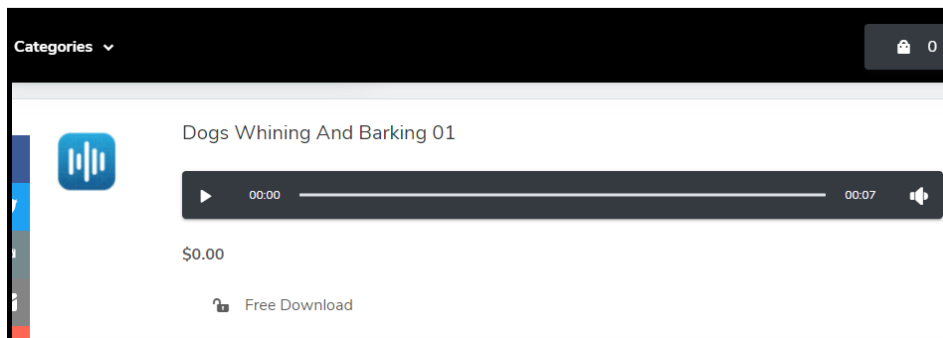
1. First, you will need to find an audio sound that is not copyright protected. You may go to my “Image/Audio Resources” webpage to find many resources I have compiled to help you find images &/or audio at:

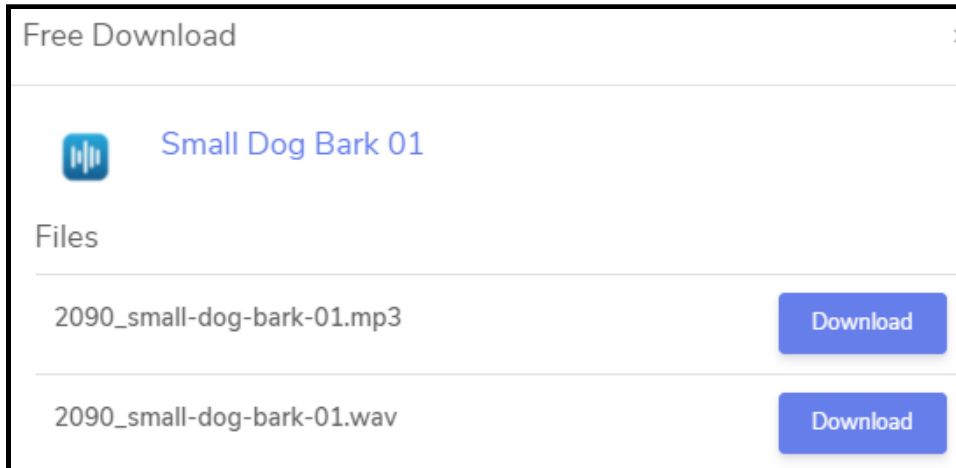
<https://gaildarmody.weebly.com/imageaudio-resources.html>



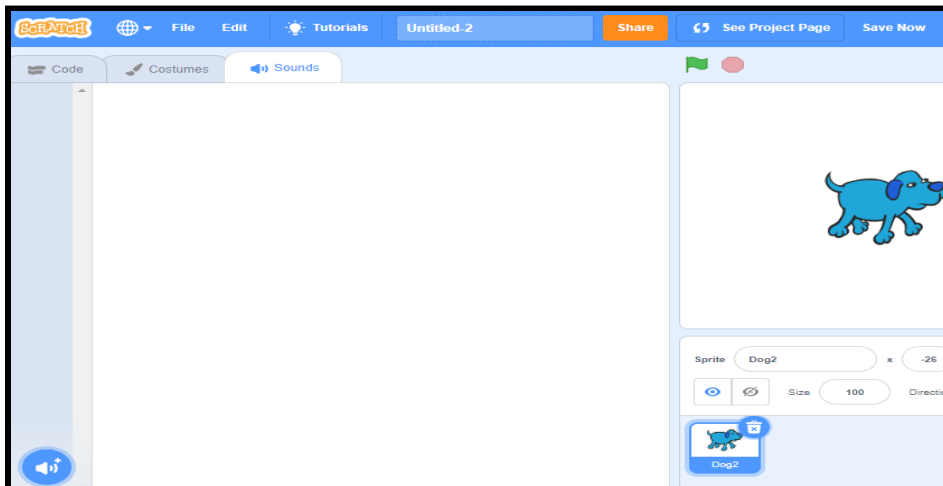
2. Next, you will need to click on 1 of the resource links on my webpage to search for audio. 1 of the easiest audio resources to use is: <https://www.soundgator.com/>
3. Use key words to search for the audio sound you want. Once you find it, listen to it 1st before you download the audio file to your device. Make sure that the audio file format is either .wav or .mp3

Note: Make sure you copy the exact webpage address where you located the audio file for your citation.

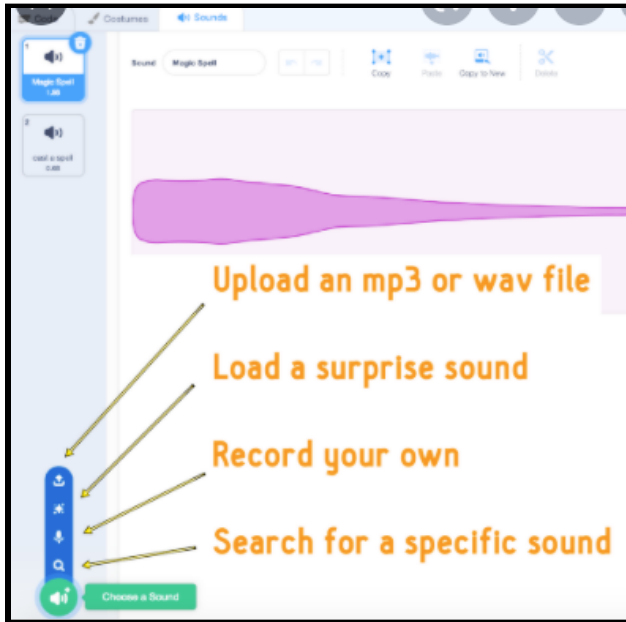




4. Once you have downloaded the audio file to your device, open your Scratch project. Select the sprite or backdrop that you want to attach the sound file to.



5. Then, click on the **Sound** tab & hover over the cat icon & select **Upload**.



6. Locate the audio file you save to your device (it may be under **DOWNLOADS** or **RECENT**)

7. Finally, use coding blocks from the **SOUND** category to tell Scratch when to play the audio sound.

