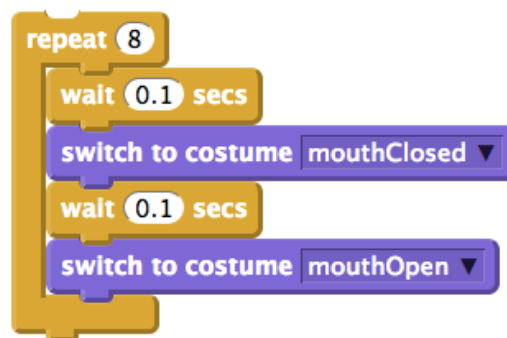


✓ Activity Checklist

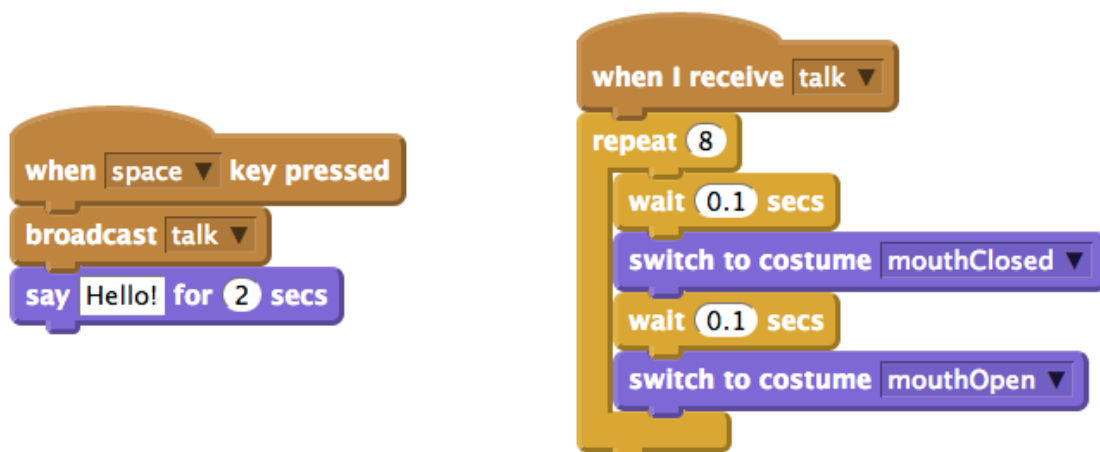
To make your monster talk, you can just use the **Say** sprite.



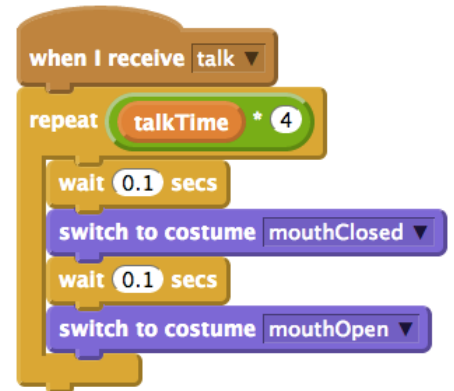
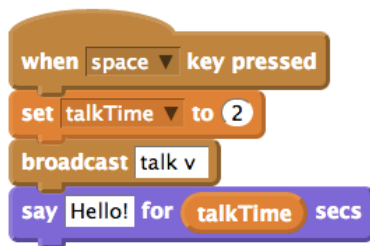
To make it a bit more impressive, you could make the monster's mouth open and close while it's talking. To do this, **edit the sprite** that contains the mouth - create a **new costume** that has a closed mouth. By switching between the two, you can animate the mouth opening and closing.



To hook the two up, have the block that does the **say broadcast** a message that the other block can react to.

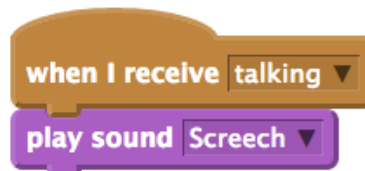


To make this a bit more flexible, use a variable to control the **talkTime** the monster says something for, and also to control how many times the animation loop is repeated.



(Notice how we multiply talkTime by 4 to make sure the loop repeats enough times?)

You can also make your monster speak using sound by using one of the **sound** blocks. Just be sure to **import** the sounds first in the sounds tab.



Why not try adding sounds to other events, you could use a spooky hovering sound for a ghost drifting around the screen! If you have a microphone on your computer you can even record your own sounds, surprise your classmates by recording a loud monster **R000AAAAARRRRR!!!**