



# Sound: Add, Record, and Use Text to Speech Blocks

The Scratch sound library is full of a variety of sound effects, voices, and longer sound loops. Let's explore some of the ways you can add sound to Scratch projects by using sounds from the Scratch sound library, recording your own sound, or using text to speech blocks.

You can also upload sounds, but keep in mind:

- You can choose a MP3 or WAV file.
- Please keep each of your files under 10MB.
- Do not upload materials under copyright.
- Be sure that your upload follows the Community Guidelines.

In this guide, you'll find:

- [Add a Sound from the Library](#)
- [Record a Sound](#)
- [Use Text to Speech Blocks](#)

## Add a Sound from the Library

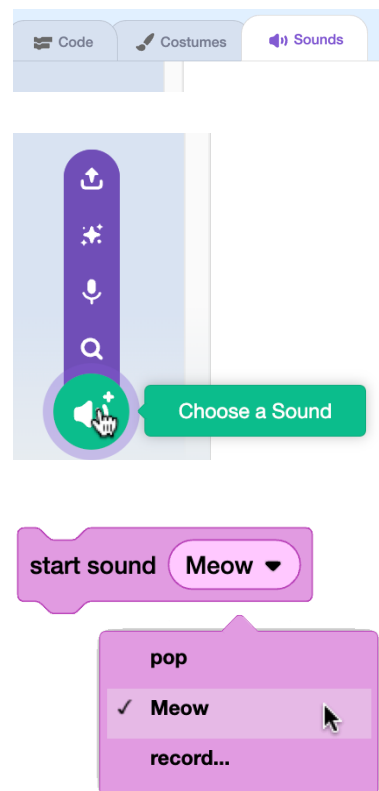
Click on a sprite or the backdrop and select the “Sounds” tab. Hover over the Sounds menu at the bottom of the tab, and select “Choose a Sound.”

Scroll through the sound library and choose a sound you like. **Hover over the sounds to hear what they sound like.**

Back on the Code tab, under the Sound category, there are a couple of block choices for adding sound.

**Drag a sound block to the code area.** If you have added multiple sounds, select the one you want from the dropdown list. Then, try placing the sound block at a point in your script.

Explore the difference between “start sound” and “play sound until done” by adding another block (for instance, a “say” block) after the sound block. Can you tell the difference?



## Record a Sound

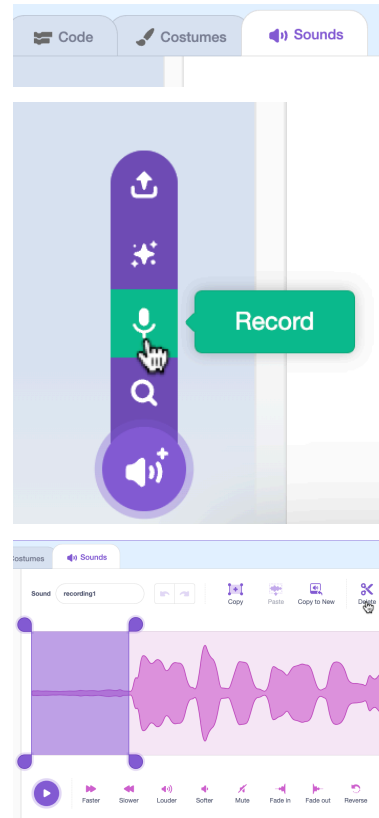
To record an original sound, click on a sprite or the backdrop and select the “Sounds” tab. Hover over the Sounds menu at the bottom of the tab, and **select “Record.”**

You can see the audio meter on the side registering the sounds that it's hearing in the room. (You will have to ensure you have a microphone on your device and it is enabled in order to start recording.)

Press the record button and then stop when done. You check the recording and edit out blank air before and after your recording using the sliders. Save when done.

Once your sound is recorded, you can **use the sound editor tools to make edits**, if necessary, like shortening the length or adjusting the volume.

Be sure to **give your sounds descriptive labels** by changing the content in the text field next to “Sound” on the Sounds tab.



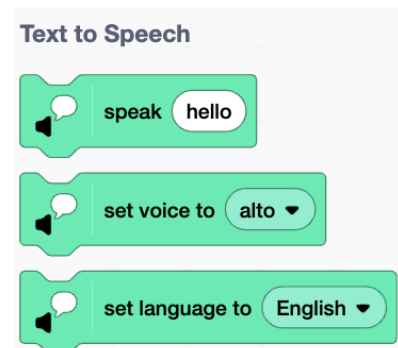
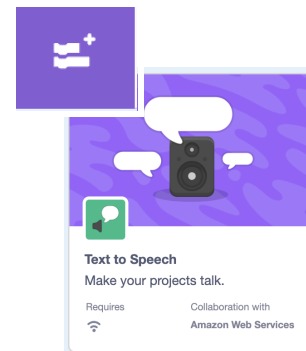
## Use Text to Speech Blocks

Text to speech is a Scratch extension. The **extension menu** can be found in the lower left-hand corner of the block palette.

Note: you must be connected to the internet to use it.

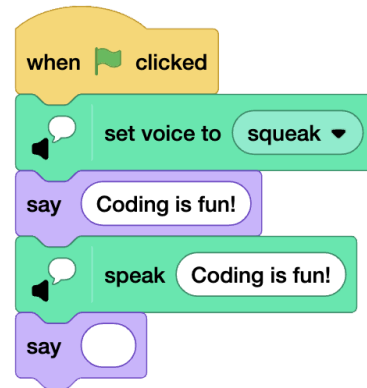
Once the extension is selected, new blocks will be added to the block palette.

**Set a voice** from the menu. Then, **add a “speak” block** to your script and type words into the block input area.



You could try a special code sequence to make words appear on the screen at the same time that they are being spoken.

- Select two “say” blocks that have no time associated with them.
- In the first, type the text to be said (this should match the text in your “speak” block).
- In the second, delete all text to leave it blank.
- Move the first “say” block with the text above the “speak” block.
- Place the second “say” block that is blank below the “speak” block.



Test your code. Experiment to see what happens if you don't have the second, blank “say” block? Talk through the code with a partner: How does this code sequence work?

**See our companion coding cards: [Sound and Music Cards](#)**

**See our companion resource video here for more:**

**[▶ Sounds in Scratch: Add, Record, and Use Text to Speech Blocks | Tutorial](#)**

**Tip:** If you'd like to translate this guide, [click here to make a copy](#) of this Google doc.