**Scenario 5 – Sounds of the farm**

1. First you have to open the *Sounds of the Farm* program. In it you find a program template with background and the main character – the woman farmer.
2. There are different animals on the farm that are advertised under certain conditions. How the animals advertise tells us the woman farmer. **Now you have to program the woman farmer to tell the instructions: “If you want to hear the dog, click on the key "D"!”.**

**You have to do the same for other farm animals**.

*TIP: Help yourself with the block*  * .*

1. If you want animals on the farm to be advertised, you need to add sound to them.

**Now you have to add a sound from the sound library and program the sound of the dog which will be played when the key “D” is pressed**.

*TIP: Help yourself with the blocks* * and .*

1. You have to **import sounds** to other animals and give them a similar **code** as in Task 3.

*TIP: You can import sounds by dragging them to the Sounds tab. Help yourself with blocks from Task 3.*

1. Next step is to **program the woman farmer’s welcome greeting**. When player start the game the woman farmer has to say: “Welcome to my farm”. First, you have **to record** the woman farmer’s welcome greeting and than you have **to add the sound** in woman farmer’s scripts.

*TIP: You can record sound by clicking the red button on the Sounds tab.*

[**ADDITIONAL TASK**]

You can upgrade the farm as you like by adding new sprites (farmer, hen, tractor, ...) and sounds.

WHEN YOU FINISH, **SAVE THE PROGRAM**!

Sounds of the Farm: <https://snap.berkeley.edu/project?user=tadeja&project=Sounds%20of%20the%20farm_0>