

3. Sound Blocks

Sound blocks (**pink**) let you **add audio to your project** — play sound effects, background music, control volume, and adjust pitch. Every sprite has its own set of sounds, and you can add more from the Scratch Sound Library or record your own.

Play sound [] until done

Plays the chosen sound and waits for it to finish before moving on to the next block.

play sound Meow ▾ until done

Start sound []

Starts playing a sound and immediately moves on to the next block without waiting. This allows sounds to overlap or play in the background.

start sound Meow ▾

Stop all sounds

Immediately stops every sound that is currently playing across the entire project.

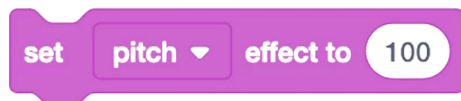
stop all sounds

Change [] effect by []

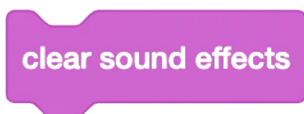
Adjusts the pitch (how high or low a sound is) by an amount. Positive = higher pitch, negative = lower pitch. Also works with 'pan left/right' to shift sound between stereo channels.

change pitch ▾ effect by 10

Set [] effect to []	Sets the pitch to a specific value. 100 is the normal pitch; higher values sound squeaky, lower values sound deep.
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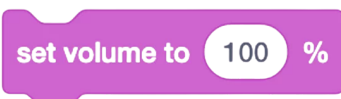
Clear sound effects	Removes any pitch or pan effects that have been applied, returning the sound to its normal state.
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Change volume by []	Increases or decreases the volume of this sprite's sounds by a set amount. Range: 0 (silent) to 100 (maximum).
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Set volume to []%	Sets the volume to a precise percentage.
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volume	A reporter block that returns the sprite's current volume level as a number. Useful inside conditions or operator blocks.
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Let's learn with project:

[Build a band](#)