



Motion



Looks



Sound



Events



Control



Sensing



Operators



Variables



My Blocks

Sound

play sound **Hawaiki** until done

start sound **Hawaiki**

stop all sounds

change **pitch** effect by **10**

set **pitch** effect to **100**

clear sound effects

change volume by **-10**

set volume to **100** %

volume

Events

when **green flag** clicked

when **left arrow** key pressed

play sound **Borneo** until done

when **up arrow** key pressed

play sound **Aotearoa** until done

when **right arrow** key pressed

play sound **Fiji** until done

when **down arrow** key pressed

play sound **Samoa** until done

when **space** key pressed

play sound **Hawaiki** until done

