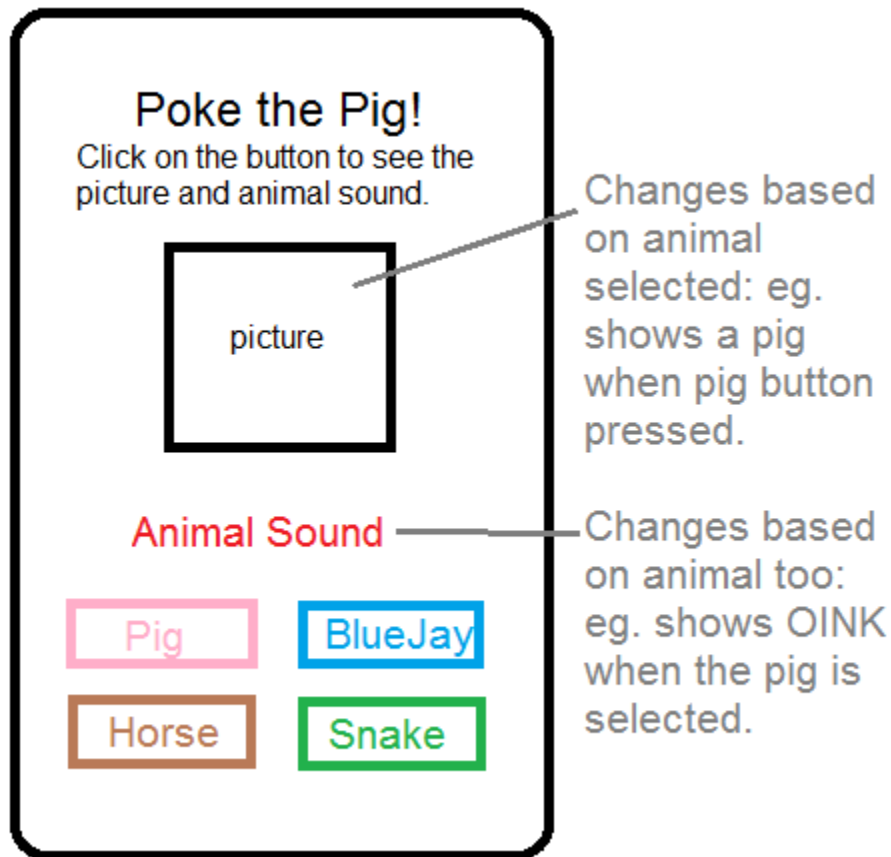


B1 Poke the Pig

This is a sketch of an app that a student wanted to make to teach kindergartens their animal sounds. (You can pick any four animals that you like).



First create an app that looks like this.

Then, find 4 pictures for your animals. Save them.

Then, add code blocks for each button. They will go something like this:

```
Put in the button's name
onEvent ▼ "pigbutton", ▼ "click", function(event) {
  setText(▼ "soundLabel", "Oink!"); Put in the label where the
  setImageURL(▼ "pic", ▼ "pig.png"); animal noise should go
}
);
```

Put in the name of the image where the picture should go