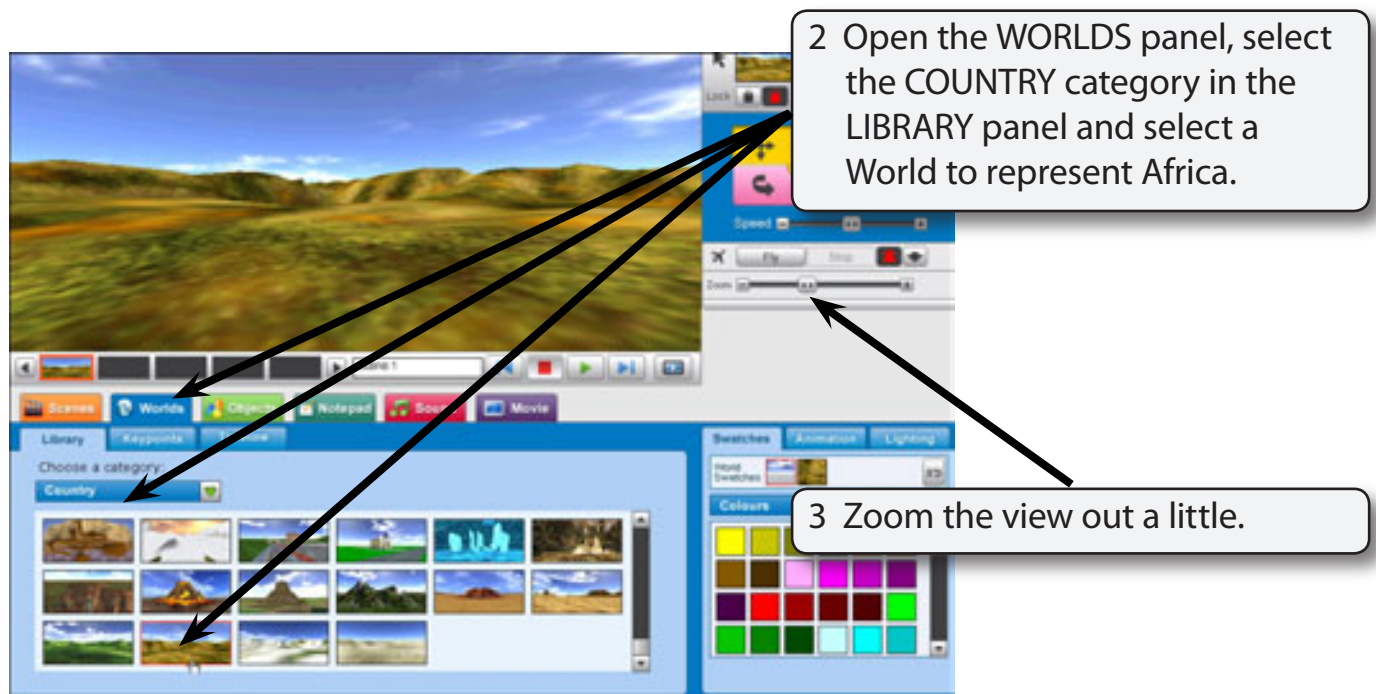# Adding Sound

You can add sounds to your Xpressions in a number of different ways. You have already added a sound at a particular time, but you can also attach a sound to an object, add a sound as a background to a scene, add a narrative that you speak into a microphone or import sounds, such as music.

Attaching Sound to an Object

You can set a sound to play when you click on an object. Let's create a simple jungle scene and add sound to it.
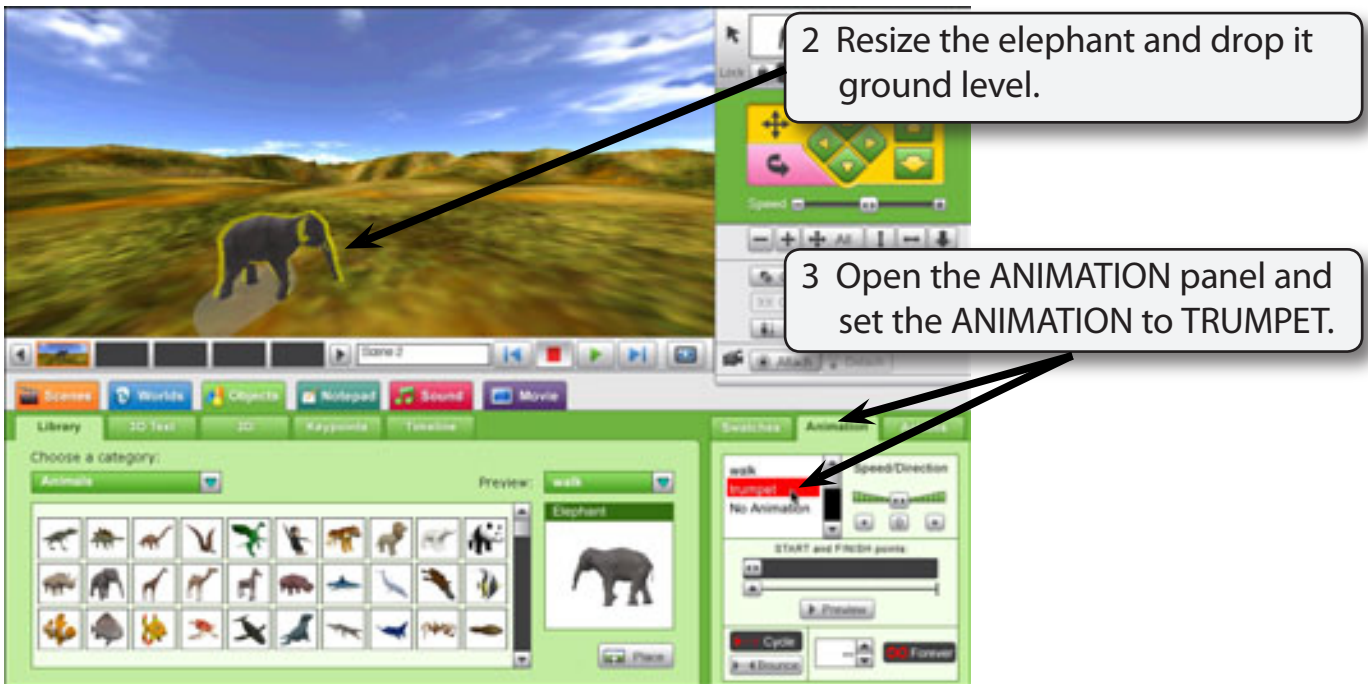
Inserting the World

1 Load Kahootz or start a NEW Xpression.

2 Open the WORLDS panel, select the COUNTRY category in the LIBRARY panel and select a World to represent Africa.

3 Zoom the view out a little.

Adding an Animal

1 Open on the OBJECTS panel, set the LIBRARY tab to the ANIMALS category and double click on the ELEPHANT.

2 Resize the elephant and drop it ground level.

3 Open the ANIMATION panel and set the ANIMATION to TRUMPET.

4 Open the ACTIONS panel and set the CHOOSE A TRIGGER box to ON CLICK.

5 Set the CHOOSE AN ACTION box to PLAY A SOUND.

6 Set the SOUND category to ANIMALS and select the ELEPHANT sound.

NOTE: **This will play the sound ONCE. If you want a sound to play over and over, click on the LOOP button.**

7 PLAY the animation and click on the elephant. The sound should play, then click on the STOP button.

Creating Some Keypoints

To add some more sounds a simple scene will be needed.

1 Open the ANIMATION panel and create a simple two KEYPOINT animation that makes the elephant WALK across the screen then blow its trumpet.
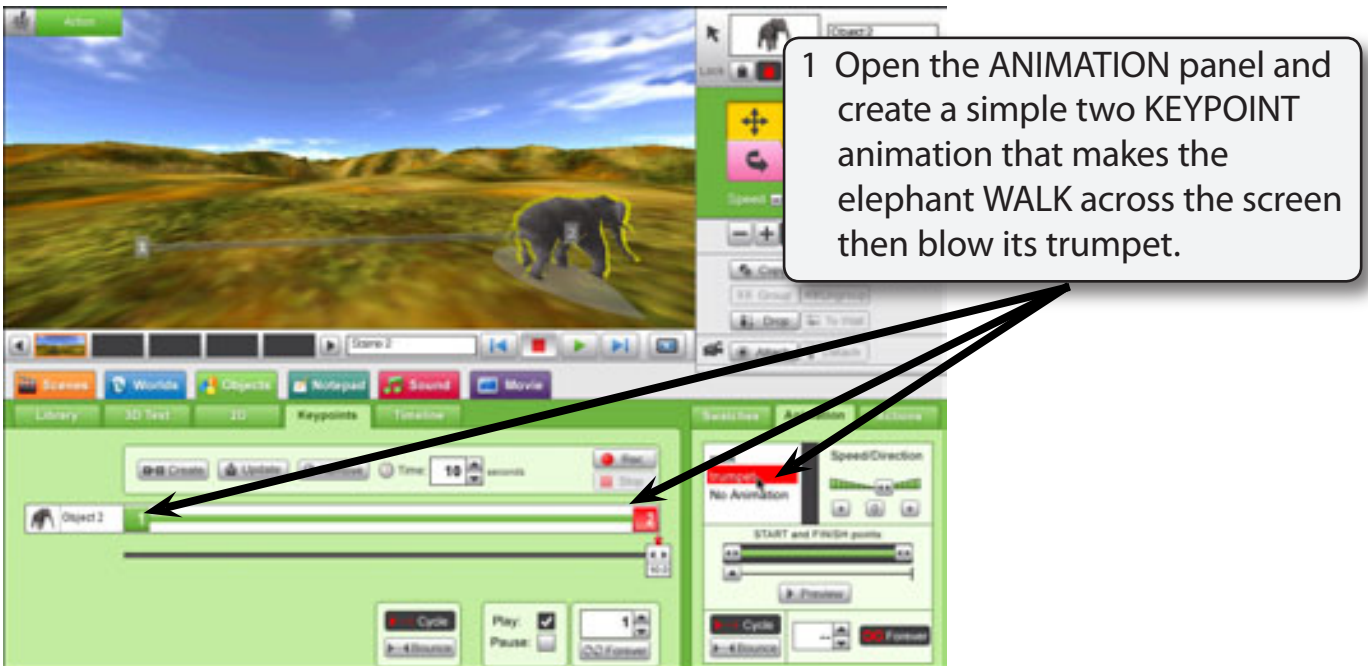
2 PLAY the animation and the sound should still play when you click on the elephant, then STOP the animation.