**Sensing Ideas**

**Clap and Jump**
Add the following script to a sprite to make it jump when you clap:

```
when green flag clicked
forever
set y to loudness
```

💡 The sprite doesn't jump very high. Multiply the loudness to get it to jump higher:

```
set loudness to loudness * 10
```

**Voice Control**
Make a sprite move to the right when there’s noise and to the left when it’s quiet:

```
when green flag clicked
go to x: 0 y: 0
forever
if loudness > 0 then
  move 5 steps
else
  move -2 steps
```

**Video Instrument**
Create movement-activated notes:

```
when green flag clicked
turn video on
forever
if video motion on this sprite > 10 then
  play note 57 for 0.5 beats
  wait 0.5 secs
```
Video Control
Add the following script to a sprite to push it around the screen with your hands, your head, or anything else that the camera can see:

Experiment with one or several of the sensing ideas above. Pick one to develop into a story or game!