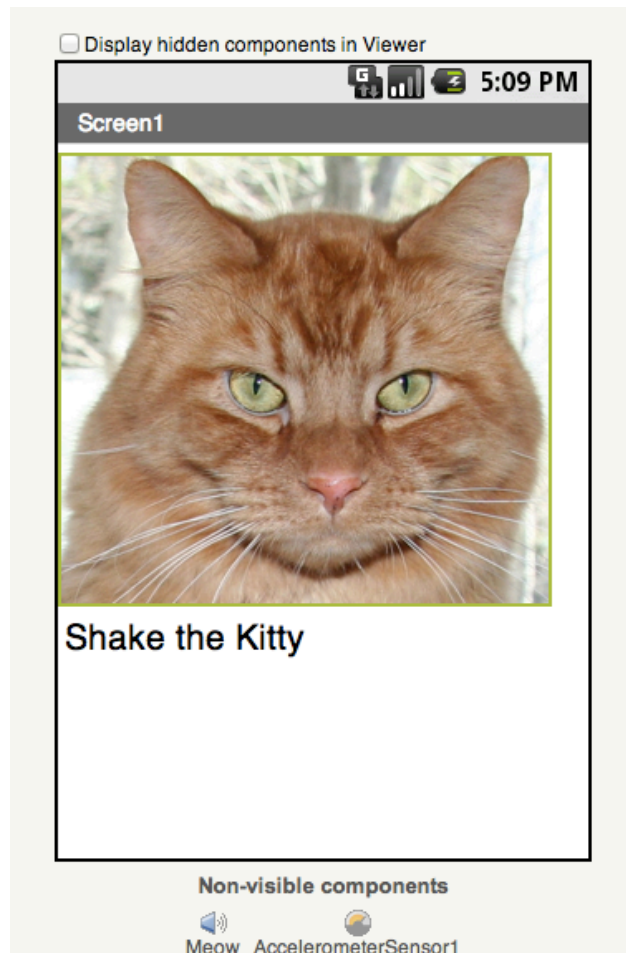# Shaking Phone

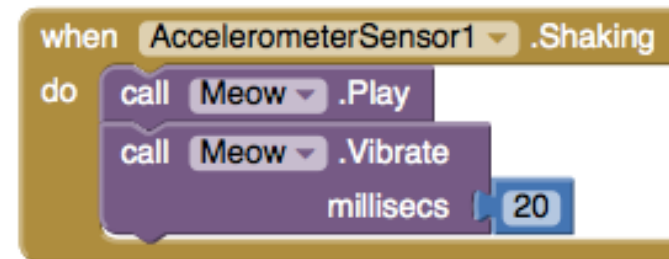*Make something to happen when you shake your phone.*

Get Ready

You will need these components in your design screen:

- **Image**
- **Sound**
- **AccelerometerSensor**
- **Label**

Try These Blocks

What Does it Mean?

The **AccelerometerSensor.Shaking** event will detect when the phone is shaking and then the Meow sound will play and the phone will vibrate for 20 milliseconds.