

1 – Sounds around you

Listening to sounds around you

You are going to listen to different samples of pre-recorded sounds.

You will be asked to rate how much you enjoyed the sound by moving to a place in the room between “Love it” and “Hate it” extremes at either side of the room.

You may be asked why you chose your particular position.

The group leader will then reveal what the sound actually was.

Would you like to change your position?

If so, why?

This will be repeated for three different sound environments.

Now we have explored different sound scenarios we are going to look at, and listen to our own environment.

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**Task
Card**

2a – A sound walk

You are going on a sound walk. You will need to go to three different locations. You will be informed where you can and cannot go.

Get one member of your group to time you.

After eight minutes you should open envelope 4.

You have four envelopes (numbered 1-4). When you get to your first location open envelope 1 and follow the instructions provided.



**Task
Card**

2b – What did you hear?

Look at your list of sounds and talk about the sounds you have heard.

Did any of the sounds make you feel happy or sad, or angry or calm?

Did any of the sounds evoke memories?

Were you surprised by the number of sounds you heard?

In your group write a definition to describe a collection of sounds like those you have heard.

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**Task
Card**

2c – Create a soundscape

Using the sounds you heard on your walk create a short (20 second) soundscape to reflect an emotion.

Use your own voices or anything else you can find in the room.



Task Card

3 – The science bit

You will see some demonstrations that explain some of the science behind sound and challenge your perceptions about different sounds.

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**Task
Card**

4– Links between sounds

For this activity think about the sounds you heard during your sound walk and the number of different sounds in a soundscape.

How are these sounds linked to each other? Do some sounds cause others?

5 – Positive soundscapes

Memory Game

This is a version of the “My mother went to market and she bought...” memory game.

Think about the types of **positive** elements that you would want in different scenarios e.g. on a walk, in the countryside, going shopping etc.

Decide on a scenario in your group, then play...

E.g. “we went on a walk around...and we wish we had heard...”

As you go around the circle you repeat the previous sentences and sounds and then add your own.

At the end, the last person must write all of the sounds on the flipchart. Everyone can help with this!

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Task Card

6 – Create a soundscape

Problem: In the centre of Newfort, a busy city, there is a large park. The park is surrounded on all side by roads which have become busier and busier over the last few years. Now instead of being a peaceful haven, the traffic sounds can be heard throughout the park.

Your task is to design a positive soundscape for the park. You have a number of methods available to you and you are free to use your own ideas too.

Currently the park consists of grass and walkways. You can introduce new features to the park. You can also mount speakers around the edge of the park to introduce sounds to mask the traffic noises.

In your group design a positive soundscape to create a pleasant place for the people of Newfort to enjoy.

You will be provided with a template park and items that you may want to put in the park. These are suggestions only and you should include your own ideas too.