

Tasks & Resources

<u>Activity</u>	<u>Resources Needed</u>
1. Sounds around you	Recording of sounds (Sound Matters PowerPoint) and method to play them. "Love it" and "Hate it" cards.
2. a) Sound walk b) What did you hear? c) Create a soundscape	a) Location sheets and envelopes, clipboards, timers/stopwatches, felt tip pens/pencils. b) "Our definition of a soundscape" card. c) Props for participants to create soundscape (optional).
3. The science bit	The science bit PowerPoint and method to play sounds.
4. Links between sounds	Balls of wool. Sound cards. Facilitator needs to record the sound relationships to feedback to the researchers.
5. Positive soundscapes	Flipchart with "We went on a sound walk along/around [] and we wish we'd heard..." written on it.
6. Create a soundscape	Laminated park template and images representing different types of sounds. Software package to create soundscape from these sounds (Create a soundscape attachment).

Suggested Timetable

<u>Time</u>	<u>Length of task</u>	<u>Activity</u>
6.00 pm	5 mins	Welcome, health and safety
6.05 pm	10 mins	1. Sounds around you
6.15 pm	10 mins	2a. Sound walk
6.25 pm	10 mins	2b. What did you hear?
6.35 pm	10 mins	3. The science bit
6.45 pm	10 mins	4. Links between sounds
6.55 pm	5 mins	5. Positive soundscapes
7.00 pm	5 mins	Introduce "Create a soundscape" task
7.05 pm	5 mins	Tea/coffee break
7.10 pm	15 mins	6. Create a soundscape
7.25 pm	5 mins	Share with group
7.30 pm	5 mins	Evaluation and end

1 – Sounds around you

Explain to the group that you are going to play different sounds to them. After they have heard the sound they need to vote on how much they liked it.

Do not mention the word “soundscape” at this stage.

Label one end of the room as “Love it” and the other end “Hate it”. If they loved the sound they should go and stand right by the wall with the label “Love it”; if they really hated it they should go and stand by the wall with the label “Hate it”. If they were completely indifferent they should stand in the middle of the room. If they liked it a bit, towards the loved it wall etc. Ensure everyone understands how to vote.


Reassure participants that there are no right or wrong answers, they should just listen and think about the sound.

Play the sound and ask them to vote.

Ask a couple of people why they loved it or hated it, or voted how they did.

Ask if anyone can guess what the sound is.

Tell them what the sound is and ask if they want to change where they are standing.

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1 – Sounds around you

Sound 1 - Dawn chorus¹

This was recorded in 2007 in Chernobyl by Peter Cusak², a sound artist. The towns surrounding Chernobyl have been evacuated, allowing nature to return, resulting in some of the most species-rich dawn choruses that Peter has ever recorded. You can hear Peter talk about what it is like in Chernobyl in the file *peter cusak.mp3*.

The explosion and fire at the Chernobyl nuclear plant in April 1986 was the world's worst nuclear accident³. It spread a cloud of radioactive particles across a huge part of Europe. Several million people still live in contaminated areas. Tens or hundreds of thousands of deaths caused by cancer (numbers disputed).

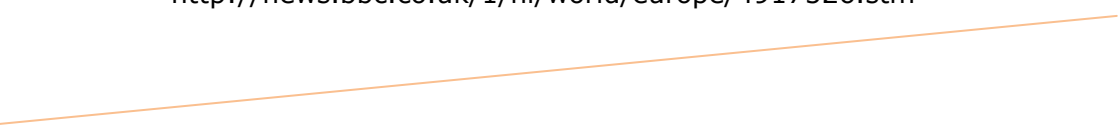
Sound 2 - Buses and trams in Piccadilly Gardens, Manchester.

Piccadilly Gardens is a large square in Manchester city centre with few cars but lots of buses and trams (the horn is the Metrolink trams). The sound of traffic drowns out other noises such as

¹ NB We have permission to use this recording for this debate, but it should not be used more widely without permission.

² <http://www.lcc.arts.ac.uk/17617.htm>

³ <http://news.bbc.co.uk/1/hi/world/europe/4917526.stm>

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1 – Sounds around you

birdsong in cities (birds have had to learn to sing louder and at other times to overcome this)

Although cars are generally getting quieter, the number of cars on the roads is increasing, so overall the average noise level in cities hasn't changed much in recent decades.


The sound of the Metrolink horn is one of Manchester's favourite sounds (www.favouritemanchestersounds.org) probably because it is a symbol of the regeneration of the city.

Sound 3 - An indoor café.

Many people like the sound of human activity (babble), they find it reassuring.

Restaurants are often badly designed so it is difficult to communicate and you have to shout.

It is nice to hear babble, but if it is too loud, it makes it difficult for you to hold a conversation.

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2a – Sound walk

Before this activity you need to prepare the following:

- 1) Envelopes with instructions for each group.
- 2) Suitable places outside the building where participants can conduct their walk.
- 3) Identify indoor spaces (preferably outside the room where they are working) if the weather is bad.

Ensure facilitators know what time their groups must be back so they can tell them.

Ensure facilitators have a list of out-of-bound areas and suitable areas where their groups can go. Or you can tell the group as a whole.

Resources Required

Four envelopes to fit A5 sheets per group:

- Envelope 1) "Location 1" sheet inside
- Envelope 2) "Location 2" sheet inside
- Envelope 3) "Location 3" sheet inside
- Envelope 4) "Location 4" sheet inside

Stopwatch for each group.

Clipboard for each group – a pocket on the back of the clipboard can be used to store the envelopes and a felt tip pen or pencil (easy to write outside and vertically).

Remind all groups that there is no talking on the sound walk.


Also remind groups to be back on time.

A graphic consisting of three overlapping circles in shades of orange and light orange, with the text 'Group Leader Card' centered in the innermost circle.

**Group
Leader
Card**

2c – Create a soundscape *Optional Task*

This task is optional and depends on the time you have available. Perhaps if the weather is bad you can do this and miss out one of the locations in task 2a.

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6 – Create a soundsape

How you manage this task will depend on the time and space you have and the group dynamics.

You have a total of 30 minutes to complete this task, have a refreshment break, and end the event. We suggest the following:

- 5 minutes to introduce the task
- 5 minutes to get refreshments
- 15 minutes work on the task (with refreshments)
- 5 minutes to share with rest of groups and finish.

You may need to adapt this if you cannot take refreshments in to the room where you are working, or if you have more or less time available.

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