

SESSION PLANS

RESOURCES.

- The Cuckoo Clock audio file, and questions
- Soundscapes audio files
- Soundscape illustration sheets
- Paper and pencils

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SESSION I - I HOUR

LEARNING OUTCOMES.

- Introduce Audio Drama with quiz.
- Introduce the concept of SOUNDSCAPE.
- Explore different soundscapes.
- Use soundscape as a stimulus for creating characters and stories.

ACTIVITIES.

The Cuckoo Clock - 15 minutes

o Quiz

Soundscapes - 20 minutes

Explain the concept of SOUNDSCAPE – with examples:

- Football ground
- Tropical swamp
- Restaurant / cafe
- Beach

Identify the environments and discuss the sound elements that make the soundscape.

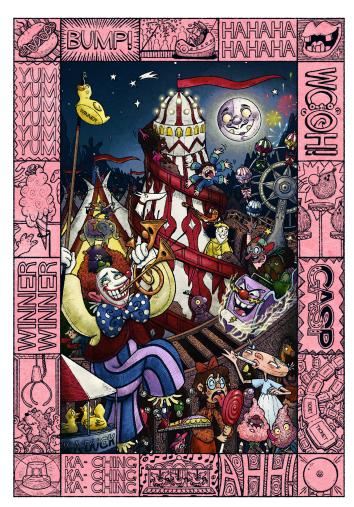
What kind of characters might you find in these soundscapes?

What might their stories be?

Follow-on Activities

Using the drawings by Kidda Kinsey, ask the group to make a list of the sounds they can identify in each environment.

Once the group has finished, ask them to think of their own environment, and list the sounds that they would hear there. Ask individuals to read out their list of sounds and see if the rest of the class can identify the environment correctly.





ACTIVITIES.



Creative Activity - 25 minutes

In groups / pairs:

1 Think of a new soundscape. (Or using one of their new soundscapes?)

For example:

- Outer space; Playground; Spaceship; Hairdressers; Zoo; Garden; Bowling arcade; Train station; Church Forest at night; Busy street; Beach; market
- What different sounds might you find in this environment?

Make notes.

2 What characters might be in this environment?

Make notes.

3 What story might happen to these characters in this environment.

Make notes.

Feedback (encourage questioning from other children)



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