

## The Sound Lab | Experiments with Sound

**Date:** Tuesday, Feb 23, 4-6pm

**Essential Question:** How can we bring a book to life through sound?

**Core Text:** Children's Books by Dan Santat

**Core apps:** Google Slides, Soundtrap

Time/Facilitator	Activities	Supplies/Tech
<b>4:00-4:05</b> Darío	<b>Sound Warm-Up</b> <ul style="list-style-type: none"> <li>- Share screen and write groups in chat.</li> <li>- Test each group with movements.</li> <li>- Lead sound activity with the number cards.</li> </ul>	Type in chat group names, numbers and share slide with groups.  Remind them to change audio settings like in the first session.
<b>4:05-4:10</b> Kurt	<b>Introduction</b> <ul style="list-style-type: none"> <li>- Big Ideas</li> <li>- Agenda</li> <li>- Introduction to our author study.</li> </ul>	
<b>4:10-4:25</b> Darío	<b>Modeling Foley Sounds</b> <ul style="list-style-type: none"> <li>- Model with pages from the book <i>Dinosaur and Dad</i></li> <li>- First model possible sounds that could go along with the page (<b>analog</b>).</li> <li>- Then Darío will share his soundtrack (Soundtrap) he created of the page(s) (<b>digital</b>).</li> </ul>	Share page of book  Page 10 and 14
<b>4:25-5:00</b> Kurt	<b>Project Phase I</b> <ul style="list-style-type: none"> <li>- With your team, read the book by Dan Santat assigned to you.</li> <li>- Use Google Slides to “mark up the text” to make a sound map of the book.</li> <li>- Write on sticky notes in the margins, on the actual text, or add “speaker notes” below.</li> </ul>	(30 min in breakout rooms) - Soundtrap groups (see sheet).

<p><b>5:00-5:10</b> Tommaso/Darío</p>	<p><b>Soundtrap Tutorial, Part II</b></p> <ul style="list-style-type: none"> <li>- Narration, near and far sounds.</li> <li>- Collaborating and editing in soundtrap</li> </ul>	<p>Share project links for each group.</p>
<p><b>5:10-6:00</b> Kurt</p>	<p><b>Project Phase II</b></p> <ul style="list-style-type: none"> <li>- Assign various sounds on the sound map to members of your group.</li> <li>- Choose narrator(s).</li> <li>- Create tracks and put your names on them (i.e. Darío 1, Darío 2).</li> <li>- Record each of your tracks.</li> <li>- Edit tracks by moving them to the correct places matching the narration and adjusting volume. (Note: this can be done by one person in each group who is comfortable with the program).</li> <li>- If you don't finish, assign a person to do the editing in the next day or so.</li> </ul>	<p>Same breakout rooms as session before (Soundtrap again)</p>

Developed by Darío Bernal Villegas, Tommaso De Silvestri, and Kurt Wootton