



Sound Walk

Post-visit activity connection to Nickelodeon PlayLab

Grade level: 1st grade NGSS 1-PS4-1; CCSS W.1.7, W.1.8, SL.1.1

Concepts: pitch, variation of sounds, observation skills

Materials needed:

Procedure:

1. Read the book "The Listening Walk" by Paul Showers.
2. Take the students on a sound walk around the school. Describe sounds heard in science journals using written descriptions and/or drawings.
3. Ask the students to observe all the different sounds they hear along the way.
4. After completing the sound walk, students should compare their experiences. List all the different sounds on the board or chart.
5. Have the students pair up to do an intensified listening experience. Have the student pairs go to different places in the school. One student will sit down and make sound observations while blindfolded.
6. The students should describe in rich descriptive words all they are hearing to their partner as the partner records the descriptions in the science journal.
7. Have the students trade roles and repeat the listening experience.
8. Have the students regroup in the classroom and share out the intensified listening experience. List these sounds on the board or chart part. Discuss similarities and differences between the two listening experiences.
9. Using this enriched experience of sound, have the students create a literary piece using the rich descriptive words generated as a class. This may be a story, a poem, a play, or a song.

What's Happening:

Sound is a type of energy made by vibrations. When any object vibrates, it causes movement in the air particles. These particles bump into the particles close to them, which makes them vibrate as well causing them to bump into more air particles. This movement, called sound waves, keeps going until they run out of energy. Picture a stone thrown into a still body of water. The rings of waves expand indefinitely. The same is true with sound. If your ear is within range of the vibrations, you hear the sound.

Book List:

1. Sounds All Around by Wendy Pfeffer
2. What's That Sound by Mary Lawrence
3. Oscar and the Bat by Geoff Waring
4. Making Sounds by Charlotte Gullian

Extension Activity:

Play an interactive game called Sound Jeopardy. The game begins by compiling a selection of different sounds from sound effects and nature sounds. Specific sounds can also be found online free at www.findsounds.com. Arrange the sounds into categories such as farm animals, sea creatures, transportation, musical instruments, etc. Divide the class into three teams. The students take turns choosing a category and forms their answer in a question in the true Jeopardy style such as "What is a truck?"