

Lesson Plan: The Sound Scavenger Symphony

Materials Needed:

- A smartphone, tablet, or computer with a microphone for recording sound.
- A free audio editing app or software (Examples: GarageBand for iOS/Mac, BandLab for web/Android, Audacity for PC/Mac).
- Headphones (optional, but helpful for editing).
- A notebook and pencil for brainstorming and taking notes.
- Curiosity and a listening ear!

1. Learning Objectives

By the end of this lesson, Kritsche4 will be able to:

- **Identify** and collect at least 10 distinct sounds from their environment ("found sounds").
- **Categorize** these sounds based on their timbre (e.g., metallic, woody, soft, sharp).
- **Manipulate** the recorded audio clips in a digital audio workstation (DAW).
- **Create** a unique 30-60 second musical composition using only the "found sounds," demonstrating an understanding of rhythm and layering.

2. Introduction: The World is an Orchestra (10 minutes)

Hello Kritsche4! We often think music only comes from instruments like pianos or guitars. But what if music is all around us, just waiting to be discovered? Today, you're going to become a sound detective and a composer, turning everyday noises into a unique piece of music.

- **Listen Together:** Let's start by listening to a short piece of *Musique Concrète*, a style of music made from recorded sounds. Search online for "Pierre Schaeffer - Étude aux Chemins de Fer" (Study of the Railroads).
- **Discuss:** As you listen, think about these questions:
 - What sounds do you recognize? (Train whistles, wheels on a track, etc.)
 - How did the composer arrange them to feel like music? (Rhythm, repetition, speeding up, slowing down.)
 - How does the music make you feel? Does it tell a story?
- **Your Mission:** Your mission is to create your own "symphony" using sounds from right inside and outside your home!

3. Main Activity Part 1: The Sound Hunt (20 minutes)

This is your chance to be a sound explorer! Grab your recording device (like a smartphone) and a notebook. Your goal is to find and record at least 10 different, interesting sounds.

1. **Brainstorm:** Before you start, jot down ideas for sounds in different categories.
 - **Kitchen Sounds:** Silverware clinking, water running, a cabinet door closing, stirring macaroni.
 - **Living Room Sounds:** A clicking pen, turning the page of a book, a squeaky floorboard.
 - **Outdoor Sounds:** A bird chirping, leaves crunching, a bouncing ball, a gate swinging.
2. **Record:** Walk around your home and yard. When you find a good sound, hold your device

close and record a few seconds of it. Try to get a "clean" recording without too much other background noise. Give each sound a name (e.g., "Door Squeak," "Spoon Tap").

4. Main Activity Part 2: The Digital Studio (30-40 minutes)

Now it's time to be the composer. Open your audio editing software (like GarageBand or BandLab) and import the sound files you just recorded.

1. **Explore Your Sounds:** Drag each sound into the editor. Listen to them again. How can you change them? Most programs let you:
 - **Trim:** Cut the beginning or end of a sound.
 - **Loop:** Make a sound repeat over and over to create a rhythm.
 - **Layer:** Play multiple sounds at the same time.
 - **Change Volume:** Make some sounds louder (foreground) and others quieter (background).
2. **Build Your Song:** There are no wrong answers here! Think like a builder.
 - **Foundation (Rhythm):** Start with a rhythmic sound. Can you loop the sound of a bouncing ball or a clicking pen to create a steady beat?
 - **Structure (Melody/Texture):** Add other sounds on top. Maybe the high-pitched "clink" of a glass can be a melody. Maybe the long, low "hum" of the refrigerator can be a background drone.
 - **Storytelling:** Think about a beginning, a middle, and an end. Does your piece start quietly and build up to a loud, busy section? Does it end with a single, lonely sound?

Differentiation and Choice:

- **For a Simpler Start:** Focus on creating a simple, repeating rhythm using just 3-4 of your favorite sounds.
- **For an Extra Challenge:** Try using the software's effects to change your sounds. Can you add reverb to make a spoon tap sound like it's in a giant cave? Can you reverse the sound of a door closing?

5. Closure and Assessment: The World Premiere (10 minutes)

This is the moment to share your masterpiece!

- **Listen and Share:** Play your finished 30-60 second "Sound Scavenger Symphony." As you share it, be ready to talk about your creative process.
- **Artist's Statement (Assessment):** Explain your work by answering these questions:
 1. What is the title of your piece?
 2. Which of your recorded sounds is your favorite, and why?
 3. How did you create a rhythm in your piece?
 4. If your composition was the soundtrack to a movie scene, what would be happening in that scene?
- **Reflection:** What was the most challenging part of this project? What was the most fun? Do you hear the world around you differently now?