



DIFFERENT ACTIVITIES (to be chosen by the teacher)

- **Storytime:** Let the children pick different sounds and create a story from them. To make it easier, create some pairs or groups. If the children are old enough and you would like to complicate the game a bit, you can impose or forbid the use of certain words.
- **Memory game:** It is a twist of the classic memory game. Every sound will be associated with a card with a number on it. You will also have cards with pictures and cards with the word corresponding to the sound. Then, it is up to you to make them find the sound corresponding to the word, image, or both.
- **Support:** The audio stories and the collection of soundscapes can also be used to support another lesson or to introduce an excursion, for example.
- **Exploration/Discovery:** Simple listening and discussion about the topic. Let the children use as many words related to the topics as possible. Let their imagination, feelings and memories emerge. You can then provide a vocabulary list to the pupils, highlight the words that have already been said, and explain the others that are new to them.
- **Guessing game:** Make the children guess different things by asking them questions: What could this sound be? Where do you think it is? What theme could all the sounds be part of? What do you think will happen in the story after this moment? Do you know other words to say this?
- **Show me who you are:** Show a representation of the sound and ask them to produce it. You can then show the word and ask them to reproduce its sound.





- **Narrative introduction:** Is an approach to a historical period or topic. Thus, it is a way to encounter a new area where students' experience is involved in order to understand the narrative and build on it.
- **Introduction to audio work:** Is a simple introduction to how to methodically get started with user-involving sound work based on a simple questioning technique and categorisation of sounds into bio, geo and anthrophony
- **Storytelling - (interactive):** Is an interactive approach to a historical period, by using historical facts and imaginative storytelling based on students' contributions.
- **Draw My Sound:** is a way for students to put the sound they hear into pictures. Teachers play a series of sounds (as many as they wish) and the students draw what they hear in the form of a story / comic strip. Students can then present the story to the class.
- **Draw my Goal:** is a way for students to express their dreams and desires in the form of a drawing. It can allow students the freedom of having to explain their goals in life, by the simple action of drawing. You can challenge the students to draw their targets/goals in time periods of one year, five years, 10 years and 20 years time.
- **Sequence Building:** is a way for students to show their understanding of a series of events or actions that happen in a story. The teacher will need a prepared series of pictures for the students to organise into the right sequence. This series of pictures can be the vocabulary target of any lesson theme.





- **Brainstorming Towards Goals:** this idea is for students to write their goals or dreams in a bubble in the centre of the page. They then write ways that they themselves can work towards their goals. Colour these bubbles one colour. Now the students write ways that others can help them work towards their goals. Colour these bubbles a different colour. Students can work in groups to offer ways of helping each other, before presenting their work to the class.

