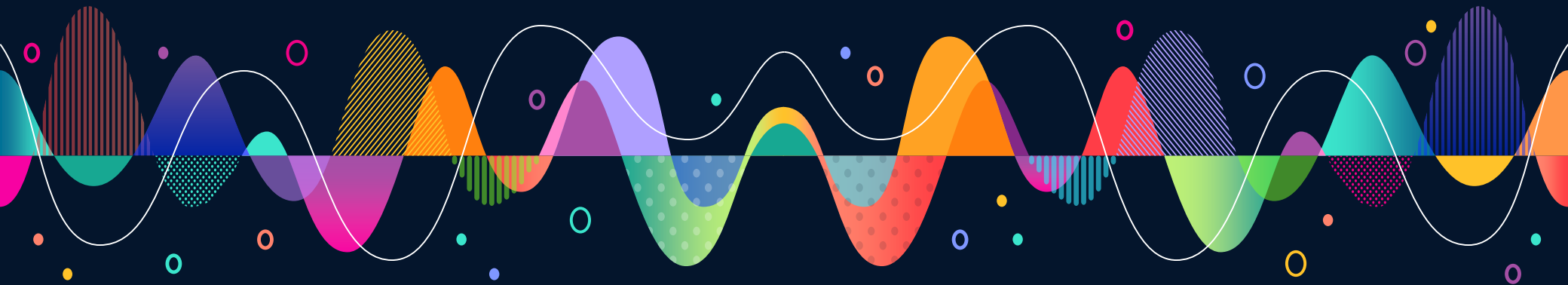


Science Week Sound

WEDNESDAY 24TH FEBRUARY - FOCUS FOR THE DAY:

* Identifying how sounds are made, associating some of them with something vibrating;

* Putting together what you have learnt so far about how sounds are made to create soundscapes and sound art work.



WHAT DOES SOUND LOOK LIKE?

We can usually only HEAR sounds, but there are ways to find out what they LOOK like.

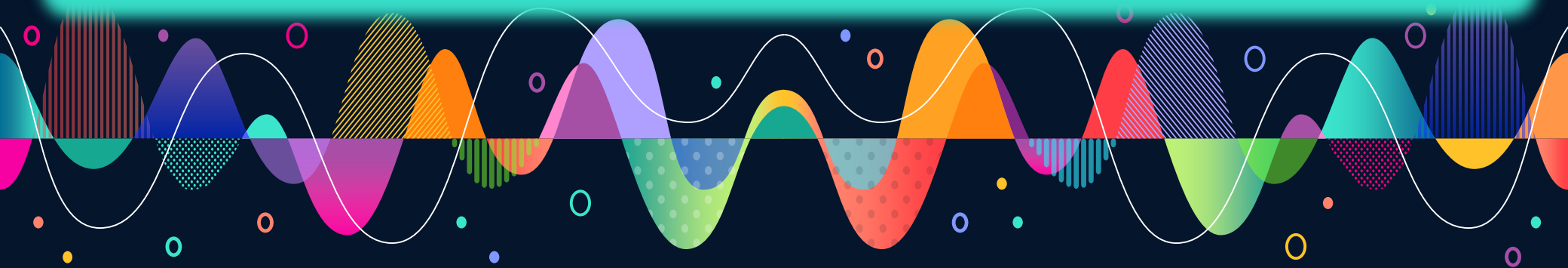
Have a look at these links to find out how we can SEE sound and what it LOOKS like:

https://www.youtube.com/watch?v=sIKMFtqVbeI&feature=emb_logo

<https://thekidshouldseethis.com/post/19958191004>

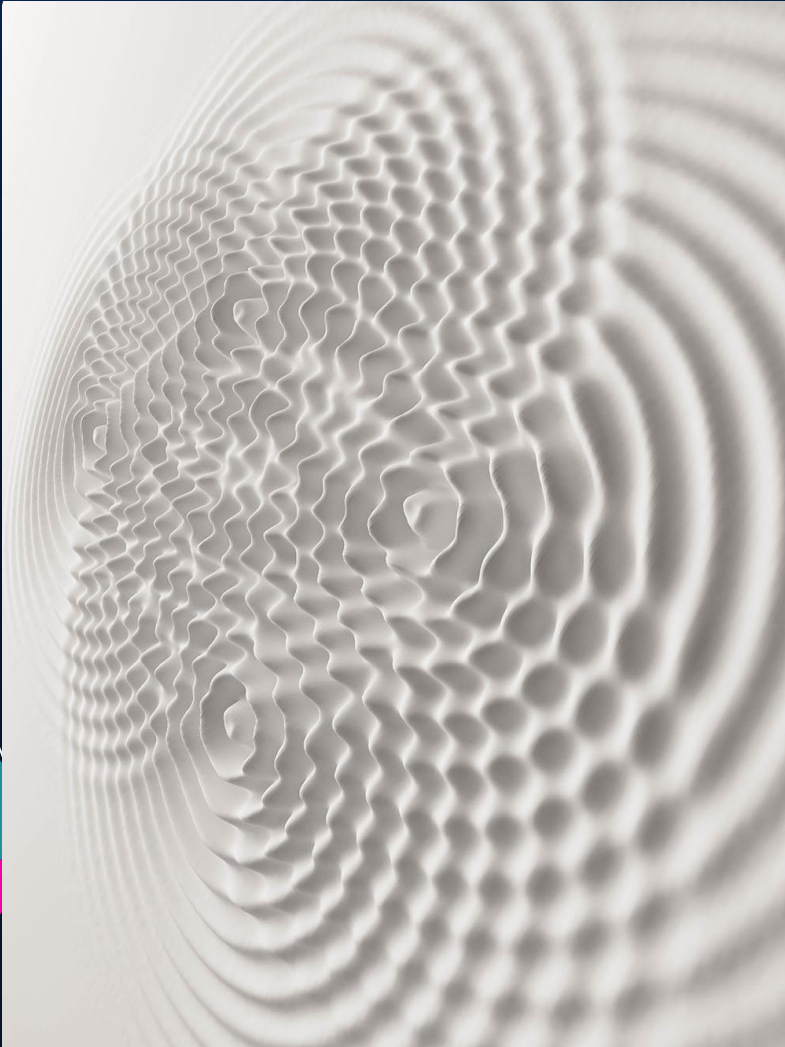
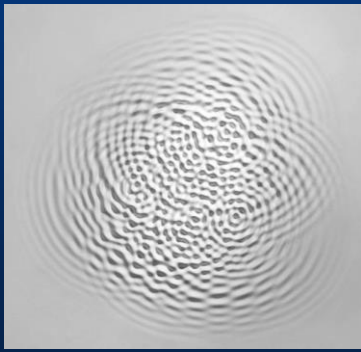
Some artists have used sounds to create their artwork - either through sculpture, paintings, or digitally.

Have a look at the next slides to see some examples....



WHAT DOES SOUND LOOK LIKE?

Italian artist, Loris Cecchini, creates sculptures called "Wallwave Vibrations". He makes it look like the solid walls of art galleries have turned into pools of liquid, with waves caused by sounds.



WHAT DOES SOUND LOOK LIKE?

Explorify

START BY LOOKING AT THIS IMAGE:



KEY QUESTIONS TO ASK BEFORE WATCHING THE VIDEO:

What do you think might happen, based on the image?

Why do you think the bottles are lined up like this?

What do they think will happen to each bottle when they're tapped?

What is the same and what is different about each bottle? What difference do you think this might make?

How do they think the sound is made?

NOW, FIND OUT WHAT HAPPENS, AND LEARN ABOUT THE SCIENCE BEHIND IT, BY CLICKING ON THIS [LINK](#).

CAN YOU CREATE YOUR OWN 'BOTTLE ORCHESTRA'?



Explorify



ASK AN ADULT TO HELP YOU WITH THIS ONE, AS IT USES GLASS, SO YOU NEED TO BE REALLY CAREFUL.

WHAT TO DO:

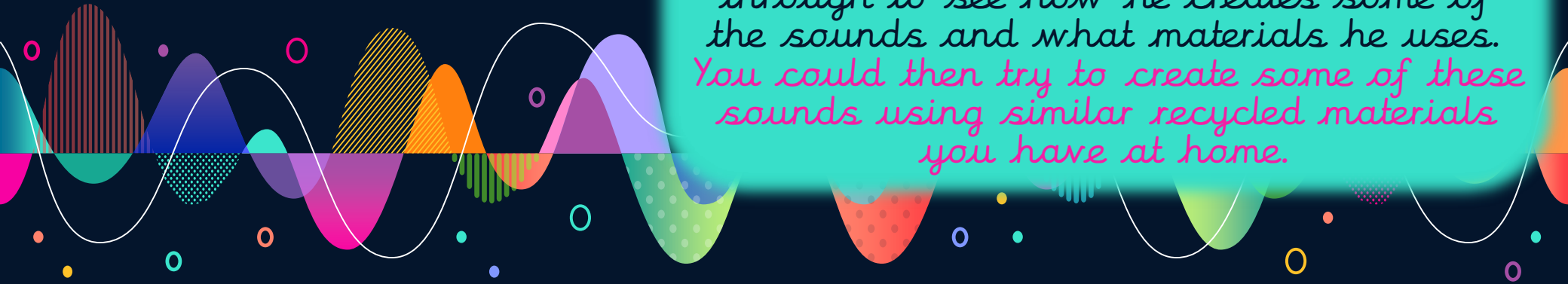
- 1) Collect up any shape of glass bottles, glass jars etc, you have at home.
- 2) Fill them with different levels of water. (You don't need coloured water, tap water works just the same.)
- 3) Start by exploring what different sounds they make.
- 4) Next, can you put them in order according to the sounds they make?
- 5) Make a note of anything you notice along the way.
- 6) Can you play a tune? A nursery rhyme maybe?
- 7) Record what you have done. You could take a photo, print it out and write notes on it to explain things you noticed and why you put your glass things in a particular order; or you could record yourself playing it and explaining what you discovered.

WHAT DOES SOUND LOOK LIKE?

Swiss sound artist Zimoun creates his artwork using simple materials like cardboard boxes, wooden dowels, and cotton balls, among other common objects. Zimoun puts together lots of the same mini sculptures, to create one large scale sound sculpture. He then attaches a motor to one part of it, which causes them all to rattle back and forth.

He wanted to create sounds with a repeating nature, like raindrops, or a drum beat.

The video is quite long (click on the image to access the link), but it's worth skipping through to see how he creates some of the sounds and what materials he uses. *You could then try to create some of these sounds using similar recycled materials you have at home.*



WHAT DOES SOUND LOOK LIKE?

Based on an audio recording from a 2016 trip to the Amazon, Australian artist Andy Thomas interprets birds' trills, squawks, and coos through an animated series of digital sculptures. There are lots of video stills on his website (click on his name above for the link). He tends to link the colours of the sounds to the colours of the bird or creature that made the sound.

Click on the image below of the parrot to see the full video called 'Visual Sounds of the Amazon'.



HAVE A GO AT CREATING YOUR OWN!

Listen to the 'Visual Sounds of the Amazon', WITHOUT looking at the video. Draw shapes, patterns, or use different colours, to 'show' the sounds that you can hear. For example, some might be short, jagged lines, some might be spirals.

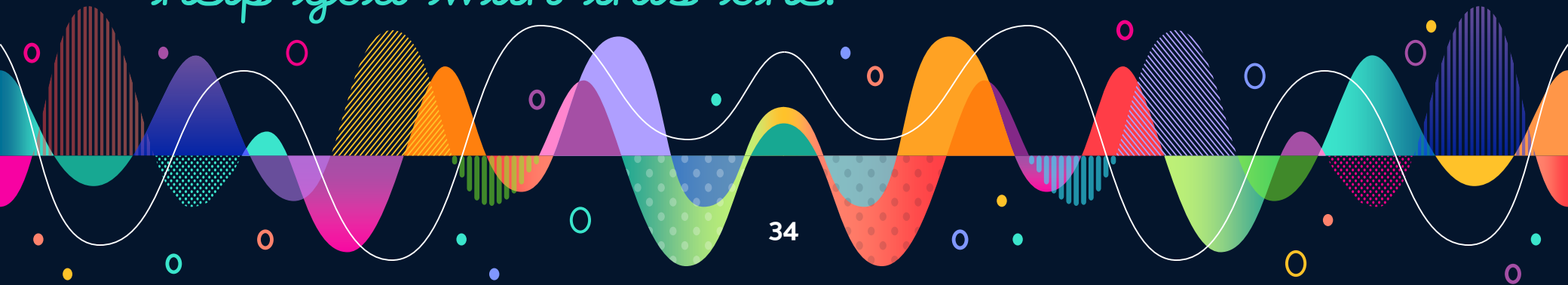
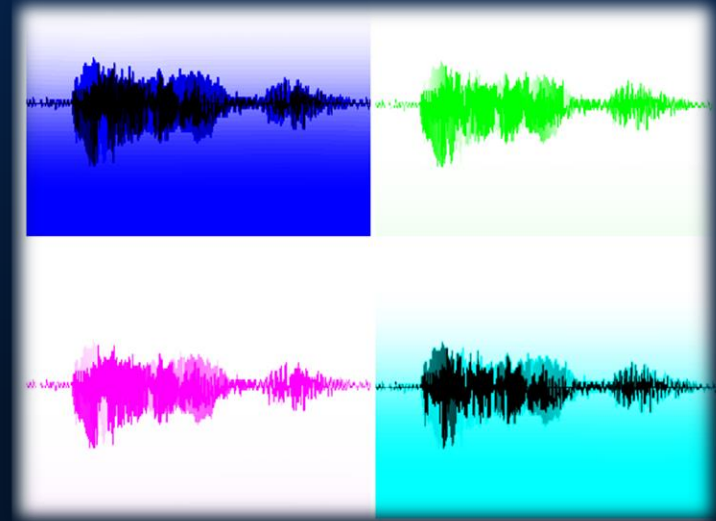
There's no right or wrong to this, just give it a try and see what you can create!



CREATE YOUR OWN SOUND WAVE ART (OPTIONAL ACTIVITY)

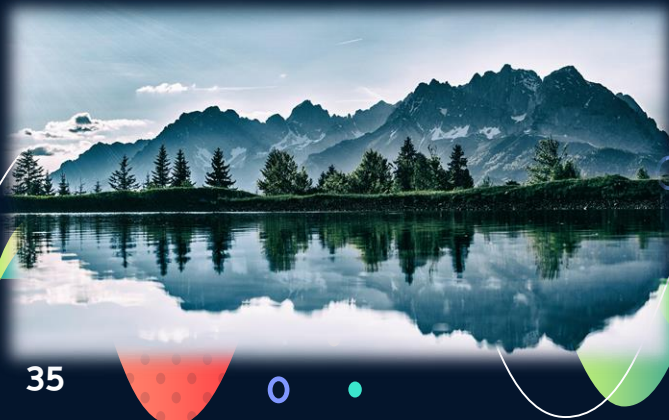
Instructions and step-by-step
guide on this website if you
wanted to have a go at making
your own Sound Wave art:
<https://midnightmusic.com.au/2018/12/how-to-make-your-own-soundwave-art/>

Remember to ask an adult to
help you with this one.



CREATE YOUR OWN SOUND WAVE ART (OPTIONAL ACTIVITY)

Some of these landscapes look like sound wave art. You might want to think about adding a background to your sound wave art, or using your sound wave to look like mountains reflecting in the water. Be creative!



YOUR TURN TO BE A 'FOLEY ARTIST'



Imagine you have been asked to put together a soundscape to describe this scene and 'tell the story'. (Make sure you have completed today's writing/grammar activity first to help you develop your ideas for this scene.)

Start by thinking about what sounds might be in the scene. Next, think about the emotion, or mood you might want to create. How could you show that through sound? For example, a heart beating, calm sounds.

What about the volume of the sounds? Some might be loud, some quiet.

You might need to ask other family members to help you if you need more than one sound at a time. Remember to record your foley artist story soundscape.



CREATE A SOUNDSCAPE

Choose one of the images on the next slide (these are only suggestions, you might want to choose a scene from one of your favourite picture books or another landscape image).

Think about all the sounds you might hear if YOU were IN the scene. Make some notes to help you remember.

Now, thinking about what you have learnt about how to create different sounds (using things you have at home), have a go at building up a soundscape for the scene.

Think about how loud and dramatic the sounds might be, or soft and gentle. Try to get a variety into your soundscape.

You might want to get other family members to do some of the sounds, too, so you layer them up.

Make sure you record your final soundscape, if you can, and upload it to your portfolio.

CREATE A SOUNDSCAPE

