

Activity – Sound maps

Year 2 programme of study (statutory requirements)

Sound

Pupils should be taught to:

- observe and name a variety of sources of sound, noticing that we hear with our ears.
- recognise that sounds get fainter as the distance from the sound source increases.

Resources needed

Pieces of card with an 'X' in the centre and coloured pencils / crayons (optional).

Preparation

Find a quiet space on the farm that you can take the children to as part of your farm walk.

Description of the activity

Walk the children to the space that you have previously identified. You may wish to start the activity by telling the children that they have one minute to run around and be as loud as they want. This is something that you should discuss with the teacher beforehand. Once they have done this, you can tell them that you would now like to contrast this by them being as quiet as possible for two / three minutes and to listen to the sounds of the farm.

If you wish, you could give them the card. Tell the players the card is a map, and that the X shows where they're sitting. When they hear a sound, they should make a mark on the card that aptly describes the sound. The mark's location should indicate as accurately as possible the direction and distance of the sound. The marks should be interpretive, not literal; the players don't have to draw pictures of plants and animals, just a few lines indicating wind, or a musical note indicating a songbird. In other words, they should spend little time drawing and most of the time listening.

If you don't want to use the card, you can just get the children to sit and listen, stating that they should remember what they heard and that you will discuss it afterwards.

After two / three minutes, ask the children to gather around. Open a discussion on what was heard. Remember to ask the following questions:

- What did you hear?
- Can you describe the sound? Was it high / low; nice / unpleasant; natural / man-made etc.
- Was the sound near to you or far away?
- How can you tell how far away the sound was?