

# Leicestershire Music Hub soundOscope EYFS Plans

SoundOscope is a free iPad application that is simple to use and ideal for EYFS and lower age primary year groups. The application allows users to record sounds and perform simple edits and alterations to the sounds, including pitch and volume edits. There is a wider array of editing tools available but these have to be purchased. This following lesson plan is based around the free version of the application.

So that the pupils can record their work for peer and teacher feedback, please follow the enriched assessment guidance on how to perform screen and audio captures on iPads. A tutorial video, explaining how to do this, can be found on slide 4. SoundOscope also has a save and export function build into the application that allows for audio saving of pupils work.



## Example strand of learning

**Lesson 1:** Introduce the chn to soundOscope and how to use the basic functions. Offer several example activities, using the pitch video challenges, to discuss high and low pitch sounds. Pupils record and edit their own sounds in teacher led small groups, using soundOscope.

**Lesson 2:** Discuss pitch vocabulary and run through the video activities from previous lesson, identifying high and low pitches. Pupils sing through Old MacDonald. Teacher chooses three pupils to record three animal sounds (from the song) that can be played at the appropriate time when singing through the song one more time. Chosen children to trigger the recorded animal sound at the suitable time in the song.

**Lesson 3:** Put several images of wild animals on the board / printed off on flash cards. Children are tasked to recreate the animal sounds in small groups using their voices / instruments and record them into soundOscope. Play a game, once recorded, by playing a sound and the children having to select / point to the correct animal flash card that makes the played sound.

**Lesson 4:** Watch Michael Rosen – We're going on a bear hunt. Pupils to sing along and make sound effects at suitable moments (squelch for mud, splash for water etc). As a class / small group, choose three sound effects from Bear Hunt environments to record using their voices / instruments into soundOscope. Sing / perform the three chosen environments of Bear Hunt, playing the suitable recorded sounds at the correct moments.

**Lesson 5:** Pupils to draw / are given a picture of a forest / farm with two animal that make sound and one item that makes a sound (metal gate, river, tractor, twig snapping, trees rustling etc).

**Lesson 6:** Using the pictures from last lesson, chn record the two animal sounds and one environmental sound on iPads soundOscope app. Hold picture up to class, play the sounds. Audience has to identify and guess what the sounds were supposed to be.

## Planning

This planning is an example of a unit of work that can be taught using the soundOscope iPad application. Lesson written by Akshay Sharma and Lead for Music Technology at Leicester-Schools Music Service, Bradley Smith. The first lesson is fully planned and resourced with a PowerPoint and accompanying video links. These resources can be found on the Leicester-Shire Schools Music Service website. Ideas for lessons 2 to 6 have been written (see to the left) to offer guidance as to how a full 6 lesson unit could be created and extended from lesson 1.

# Lesson plans

## Lesson 1

**LO: I can create and identify high and low pitches.**

Starter	Plenary
<p>Go to PowerPoint lesson slides: <a href="https://www.slideshare.net/secret/409v1kammcf0t">https://www.slideshare.net/secret/409v1kammcf0t</a></p> <p>Ahead of lesson, teacher to watch tutorial video guidance on slide 4. Also, if appropriate, guidance on enriched assessment and recording of pupil work.</p> <p>Discuss the key vocabulary of the lesson and get chn to repeat back the word “pitch” several times.</p> <p>Play video activity on slide 6. Pupils to work in partners to guess which sound was higher pitch and lower pitch.</p> <p>Slide 7 is there for teacher guidance / reminder of how to use soundOscope.</p> <p>Small groups and staff led, chn to explore recording sounds / voices from the classroom, using soundOscope.</p>	<p>Once several sounds are recorded, play them back to the group, asking them to guess which animal it is supposed to be. Where suitable, ask if the animal sound was a high or low pitch (good sounds for this would be the mouse squeak and the lion growl).</p> <p style="text-align: center;"><b>Differentiation</b></p> <p>Mixed ability groups. HA to control the iPad. Choose obvious animals for LA pupils to make sound of and to guess during plenary (mouse, dog, snake). Flashcards with images of the animals as reminders for LA / MA pupils.</p>
<b>Activities</b>	
<p>In small groups, chn are set the challenge on slide 9 – to make a sound for the animals shown on the board using either their voices, instruments or objects from the room. Discuss if the pitch needs to be higher or lower to make it sound like that animal.</p>	