DA #23 Germany

Audio Experimentation with Watermusic



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An idea from:

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Age: 3-5 years
Keywords: #language #storytelling #sound #environment #art
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Key question:

- What sounds can be found in the environment?
- Can recorded sounds be guessed and objects be named while listening?
- What different sounds can be produced with water?
- Is it possible to make your own version of Händel's water music with water sounds?

General objectives:

- Get to know auditory design and expression possibilities.
- Implement own ideas in audio and music recordings (e.g., sound stories).
- Learn the basic technical handling of digital media and apps for audio recording.
- Practice to analyze audio recordings and to question them critically. E.g., explore
 voices and sounds based on audio recordings or explore thoughts, feelings, and
 images that you develop while listening and share them.
- Expand personal skills like auditory perception of the environment and auditory training.

Train listening skills as well as social and language skills.	
Time: 3 activities of 30 minutes each for a total of about 1,5 h	
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Materials

At school	At home
 tablets or digital recording device possibly a microphone possibly a CD-player or laptop to play music access to water source (e.g., in the kitchen, bathroom, garden) various containers and vessels for water (e.g., bucket, bowl, cup, bottle, straw) 	 2 digital devices for digital recording and play music (e.g., tablet, smartphone, Laptop) access to water source (e.g., water tab in the kitchen, bathroom, garden) various containers and vessels for water (e.g., bucket, bowl, cup, bottle, straw)

Software/Apps:

Voice Memos

Objective:

Audio recording and simple audio editing

Media:

Tablet (iOS and Android)

Link:

https://apps.apple.com/us/app/voice-memos/id1069512134

https://play.google.com/st ore/apps/details?id=com.n hstudio.ivoice&hl=en_IN&gl =US

Alternatives

Smartphone or tablet on board "voice recorder"

Keezy Classic

Objective:

Sound board for audio recording, sampling and mixing

Media:

Tablet (iOS)

Link:

https://apps.apple.com/us/app/keezy-classic/id605855595

Alternatives

Advanced user Multi-Track-Recording and Editing

GarageBand

https://apps.apple.com/de/app/garageband/id408709785?l=en

Hokosai

https://apps.apple.com/de/app/hokusai-audio-editor/id432079746

Short Presentation

By listening and hearing, children can expand their language and cognitive skills such as concentration. Audio puzzles are suitable for children from the age of 3 and are a lot of fun. First, random sounds are searched and recorded with a recording app. While listening, the children can guess together what they hear. At home, parents and children look for special water sounds, create and record them. In kindergarten, children can talk about their experiences with water sounds and listen to Händel's "water music". Inspired by classical music, children can mix their live water sounds with classical music. In the end they create their own version of Händel's masterpiece.

Step by Step

Step 1

At school **Group**: max. 6 children + 2 educators

Go on an audio-adventure with two groups of 3 children accompanied by a teacher.

Use tablets and a voice recorder-app to record different noises and sounds in the kindergarten. The educator gives the children different jobs as technicians (use the tablet for recording and clicking stop and start) and sound seekers (looking for things that make interesting noises). The children take turns so that everyone can try out sound-recording on their own. The teacher is available for questions and assistance.

After 15 minutes, the group comes together and listens to the recordings one by one. Each group tries to guess the sounds of the other group like an audio puzzle.

For distance learning

Parents and children can use a smartphone or tablet and a voice recorder-App to record different noises and sounds around them and create an audio-puzzle.

The child can go around to find things that make interesting sounds. Parents try out the recording function and give the child a quick tutorial (click stop and start in the recording app). Parents can accompany and help the children during the recording process (holding the device, play back recordings to check volume).

When the recording is finished parents and children listen to the recordings carefully and guess the sounds. Later you can although play an audio puzzle with siblings or grandparents in the family

Step 2 --At home

Parents and children concentrate on their listening skills and try to find different sounds at home that are related to water.

To record sounds, parents and children can use a simple recording app on the smartphone or tablet. After a quick tutorial (start and stop button) children can do recordings by themselves accompanied by parents.

Children are given the task of recording as many sounds as possible that are related to water (drip, splash, swoosh, bubble ...).

When the recordings are finished, the sounds can be listened to together as a family and guessed like an audio puzzle.



Step 3 --At school

It becomes clear that water can sound very different (slow, calm, wild, funny, loud etc.) and can almost be like music.

The composer Georg Friedrich Händel was inspired by this and composed 300 years ago the Water Music for a boat trip of King Georg I. on the river Thames in London.

https://youtu.be/Kuw8YjSbKd4 (4 min.)

Children listen to the Water Music and gather their impressions, emotions, and ideas for a story that the music can tell.

Task for the group is to use water sounds and their storyline to dub Händel's Water Music and create their own audio version.

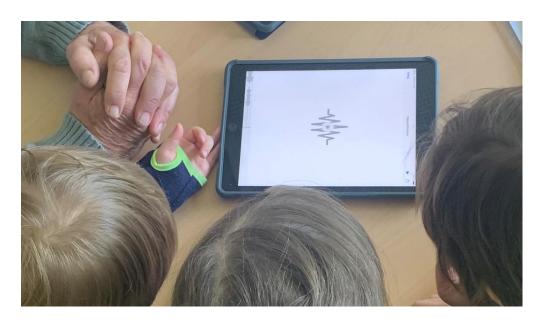
First find the right places to record matching water sounds like the bathroom or kitchen. buckets, cups, straws, bottles, etc. can be used for experimentation. When each child has a task, the recording can begin.

Version 1: Use 2 tablets. One to play the music and one to record music and sounds live. Or use a CD-player or laptop to play music and a tablet for recording music and sounds live.

When the music and sounds are mixed, speech can be recorded additionally with the children the same way.

Version 2: Record the water music and the sounds with the iOS-app keezy classic. Now you can play everything on the sound board at the same time and do some sound experimentation. The live mix can be recorded with the app too.

In the end, the group created its own audio version of the water music.



For distance learning

Parents and children use a PC, tablet, or smartphone to listen together to classical music, called Water Music.

What water sounds are matching the music? To find suitable water sounds, the child goes accompanied by an adult to a water tap, for

example, in the bathroom or kitchen. Here, different water sounds can be tried out.

Variation 1: Parents and children can record the sounds with a tablet. Then use a second device like a smartphone to record the classical music (playback) and the water sounds (tablet) at the same time.

Variation 2: Record the water music and the sounds with the iOS-app keezy classic. Now you can play everything at the same time with the sound board and do some sound experimentation. The live mix can be recorded with the app too.

Variation for advanced users: Use a multi-track audio editing app like GarageBand or Hokusai. Record Water Music on track 1, water sounds on track 2 and the voice on track 3. Save a mixdown in the end.

In the end, the family has created their own variation of water music.

Conclusion

Presence	Virtual
The audio puzzles and water music version created by the children were saved and shared on the tablets by the educators and are available to all other groups in the kindergarten to play and listen to.	To share the activities with water sounds, a short version of the step-by-step-instructions from the kindergarten are sent as a PDF via e-mail to the parents.
Parents had the opportunity to listen to the project results, try out the app Keezy Classic themselves and experiment with audio recordings at a parents' evening.	