

**Session Title**

Aquatic Audioscapes: Creating the Sounds of Water

**Presenter:** Tracy Williamson

**Elevator Pitch**

Did you know that you can learn a lot about a place just by listening to the sounds there? The sounds around us can make us feel relaxed, comfortable, excited or curious. Sounds can help us make connections to past experiences and give us clues to learn about new places. In this session you will use music and sound effects to create a soundscape for your own imagined water world! This fun hands-on project will leave you ready for an aquatic adventure!

**Materials**

Devices, Headphones, Brainstorm Template (digital or printed with writing utensils)

iPads & MacBooks: Garage Band

Chromebooks & Windows: Soundtrap (Teachers – please sign up for a free 30-day Education Trial account ahead of time and share the invite code with students in the room.)

**Overview**

In this session students will create a soundscape of music and sound effects to represent a place associated with water. We will have an overview of what a soundscape is, how we experience sound around us and how soundscapes are used in the real world with some examples. Students will imagine a place that they have been to or a new place that they would like to go to that has some connection to water: a river, lake, ocean, pool etc. Students will brainstorm all the things in their environment and the sounds that they would hear there. They will then use Soundtrap or Garage Band to layer all those sounds together and add music to create an ambience or emotion to represent how they feel in their imagined place. At the end students will have the skills to create their own soundscape, understand how soundscapes are used in the real world and have some resources for sound editing tools, copyright-free music and sound effects to use in future work. They will also have their soundscape to listen to any time they want to revisit their created world. If we have additional time, we will bring our soundscapes into Canva or iMovie to add imagery.

**Teacher Expectation**

The teacher should preview the provided materials and ensure that students have access to Garage Band (iPad & MacBook) or Soundtrap (Chromebooks & Windows) prior to the Conference. Teachers of students using Chromebooks or Windows devices need to sign up for a free 30-day Education Trial account in Soundtrap in order for students to have COPPA compliant access. Invite codes should be shared with students in the room the day of the Conference. Garage Band should already be on Apple devices but may need to be updated if students have never opened it. During the Conference session, the teacher will connect the whole class to the session via Zoom and help coordinate student questions through the chat. Teachers may also need to remind students to use headphones and circulate to ensure that students are engaging in the project.