Claybody
EDUCATION

SOUNDS FOR STORIES

SESSION PLANS

SESSION 2 - 1 HOUR

RESOURCES.

○ Sound quiz audio file
○ Paper and pencils

LEARNING OUTCOMES.

○ Consider character in terms of attributes we can hear.
○ Create two characters for our audio drama.

ACTIVITIES.

Fun Sound Quiz 1 - 10 minutes
(to get children listening and thinking in sounds)
Using the sound effects library on the Claybody website, play a selection of the stand alone sounds 'kettle boiling, ship horn etc., and see if the group can identify them.

Creating Characters - 20 minutes
Recap on previous session – SOUNDSCAPES – and the characters created. Using characters generated through SOUNDSCAPES, collate ideas into 1 CHARACTER, considering:
○ Age
○ Voice – pitch / quality / accent (is this character human?)
○ Attitude: Kind, sad, happy, clever, shy, grumpy…

Backstory
○ Where do they live?
○ What job do they do?
○ What family do they have?

What's the Situation? - 20 minutes
○ The elements: place, people, problem

In pairs / groups
1. **Put the character into a SITUATION**
   a. Where are they?
   b. What's the problem?

2. **Who else is there? Another character!**

   For example:
   • Railway station, traveller/guard, lost luggage/person/ticket
   • Science Lab, scientist/cleaner, something has escaped
   • A city street, worker/homeless person, earthquake

Feedback (10 mins)
What do these situations reveal about our character/s? What more do we know about them?