

A STEM in the Park

Take Home Activity

STEM

in the **PARK**™

Science, Technology, Engineering, and Mathematics

Exploring Sound!

Explore Sound at Home:



What you need:

Find sound-producing objects in your home environment, either indoors or outdoors. Here are some ideas to get started: Do the toys in your room make strange sounds? What kinds of environmental sounds can you find in your back yard? What kinds of sounds can you make with your voice?

What to do:

Put your sounds together to create a performance piece. Get your friends together and everyone can make their own sounds. Be creative and experiment!

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Explore Sound on the Computer:

What you need:

A computer connected to the internet

What to do:

Explore these fun online sound-producing games and websites. Are some of them similar? In what ways? How are the sounds they make different?

Otomata - a simple, online multidirectional sequencer

Make sound patterns, speed them up, slow them down, share them with your friends! <http://www.earslap.com/projects/otomata>

Balldroppings - an online musical game!

Draw lines to catch balls and make sounds. How many bounces can you get?

<http://balldroppings.com/js/>

ToneMatrix - an online melodic sequence generator

Click the squares to make musical patterns.

<http://tonematrix.audiotool.com/>

Build a Soundscape - an online environment creator

Create your own Soundscape with environmental sounds including birds, water, crickets, and more!

<http://www.wildmusic.org/soundscapes/buildsoundscape>

Sound Uncovered by Exploratorium - a free iBook

If you have an iPad, download this iBook that includes hands on sound experiments and mosquito ringtones!

<https://itunes.apple.com/us/app/sound-uncovered/id598835017?mt=8>

This activity is brought to you by the BGSU Electroacoustics in the College of Musical Arts

