



SOUND EFFECTS ARTIST

CO-VIEWING GUIDE



Career Cluster

Arts and Technology



Success Skill

Think Differently



Estimated Activity Time

10 mins



Group Size

Individuals, Pairs, or Group

Objective

Children will engage with educator/caregiver after watching a storybook to support comprehension of storyline and embedded curriculum.

Story Summary

Dev takes on the job of Sound Effects Artist, but has a hard time finding the right props to make certain movie sounds. As Sound Effects Artist, Dev learns that the key to success is to practice a strategy to help him **Think Differently** to find the right sounds.

Story Take-Away Message

You can practice the strategy "Try Something New" to help you **Think Differently**.

Discuss

1. What problems did Dev solve?

Potential Responses:

[Dev creates sounds to match the action(s) on screen.]

[Dev uses gloves to make a bird flapping sound.]

[Dev uses his dino tail to make a sound when the bread hits the floor.]

[Dev decides to make a movie about flying dinosaurs instead of stomping dinosaurs.]

2. Why do Sound Effects Artists need to **Think Differently**?
3. What strategy does Dev use to help him **Think Differently**?

Potential Responses:

[Dev uses "Try Something New".]

[Dev tries different props to make sounds to complete the challenge.]

[Dev pauses.]

Additional Questions

4. Is there a time when you might need to try something new?
5. What other strategy could Dev use to **Think Differently** and find sounds for the movie?

