**Title: What isSound Sound is a form of energy that travels through air.**

**Differentiate between sound and noise.**

**Takeaways:**

**Description:**

**Environment**

**SPOOKY WORLD**

**INT. Pumpkin Mansion - TV Room, Living Room, Hallway, Attic**

**Forest, Auditorium**

**Name**

**Primary Characters :**

**Jane,**

**Secondary Characters:**

**Jinx, Cricket**

**PROPS REQUIRED: Drums.**

**Pedagogy Sheet**

**Primary Takeaways**

**Understand that sound is a form of energy that travels through air as invisible waves..**

**Differentiate between sound and noise.**

**Sound is the useful waves whereas noise is the rest of them exclusive of what we need to hear(unwanted)**

**Differentiate between sound and noise**

**Target Vocabulary**

**Sound, vibration, echo, volume sound energy, sound waves.**

**Suggested Manipulative**

**Musical instruments, sounds of animals and birds, the sound produced by elements of nature like leaves of a tree, river, ocean, etc.**

**Core Ideas**

**Get a general idea of different types of sounds present around us.**

**Understand that sound is a form of energy that travels as invisible waves and the role of air particles is to carry the waves and transmit them. Explain the absence of air particles in space and why no sound can be heard.**

**Explain what is a vacuum and why we cannot talk in space?**

**Try to identify the distance from which the sound could be coming: far or near.**

**Explain the difference between the intensity of sound travelling from a distance and sound travelling from nearby.**

**Suggested Examples (Concrete)**

**Musical instruments**

**How does guitar work?**

**Suggested Examples**

**(Abstract)**

**Sounds in nature: the sound of a river, the sound of singing birds.why we hear echoes at hill stations?**

**Reinforcement in Summary [Optional]**

**Differentiate between far and near sounds.**

**HOT/Extended Learning**

**[Optional]**

**Observe how an object produces different sounds when it comes in contact with various other objects. For example, a steel spoon makes a different sound when it comes in contact with a glass bowl but the same spoon makes a different sound when it comes in contact with a steel plate. [This is just an example for the writer. The writer is free to change it based on the world and objects available in the world.]**

**The following series of events unfold subsequently.**

**EXT. FOREST - NIGHT**

**: Thunder.**

**During rain, the occasional lightning is the only source of light in this pitch-dark place. The camera pans down the canopy to reveal a baby female Venus flytrap that looked like a magical plant, which wasvery scared and was shivering. She wasstruggling to cover her face with her leaves from the gusty wind. A huge shadow formed over her.**

**CUT TO WIDE - A goat was approaching her with its mouth open to eat her. She looked at the goat in horror. Then, suddenly just as the goat was about to take a bite, a bright light flashed and filled up the screen.**

**The light faded as the flytrap uncovers her eyes. The goat was tied up and was sitting on a plate in the serving position, with an apple in its mouth. The goat blinked twice comically. Jinx was standing beside the goat, withher hands glowing because of the magic she just used. She then picks up the Venus flytrap and caressed it. The flytrap smiled back.**

**DIP TO BLACK:**

**FADE IN:**

**INT. TENT - CAMPSITE - NIGHT**

**The rain was over. Jinx kept the plant beside her bed.**

**CUT TO close up of the plant.**

**SFX: tribal drums playing + SFX: Flute playing + SFX: Crickets chirping.**

**At first, the plant was a bit restless, then he heard the above three sounds and slowly went to sleep as Jinx pats its head.**

**JINX**

**(whispers)**

**“Go to sleep, little one”**

**EXT.PUMPKIN MANSION - DAY**

**Jinx flies into the mansion on her broomstick. She was holding the plant in her hand. The plant was looking around curiously during the flight.**

**JINX**

**(excited)**

**“Ah! We are here finally. Welcome home!”**

* **INT. PUMPKIN MANSION - TV ROOM - DAY**

**She placed the plant near the sofa in the TV room. She kissed it and the plant blushes.**

**EXT. PUMPKIN MANSION - DAY TO NIGHT**

**Show the passage of time as the sun sets down and the moon pops up.[or show the light fading away around the plant and it was feeling safe during the day and the time sweeps into the night.]**

**INT. PUMPKIN MANSION - TV ROOM - NIGHT**

**Jinx yawns and bends down to talk to the Venus flytrap, who is very happy to see her and throws its arms in excitement.**

**JINX**

**“It’s bedtime. Goodnight!”**

**Jinx pats the Venus flytrap and leaves the room. Show in subsequent jump cuts - The plant tries to sleep but she twists and turns, as she is not at ease. Then, suddenly thunder cracks. The plant jerks as if something hit her, feeling stunned and starts shrieking.**

**INT. PUMPKIN MANSION - JINX’S BEDROOM - NIGHTLoud screams from the TV room woke up Jinx. She got up and rushed out.**

**INT. PUMPKIN MANSION - TV ROOM - NIGHT**

**Jinx rushes to see the Venus flytrap screaming in horror. It almost feels like she is showing a tantrum. Jinx covered her ears. And as she does so the sound from the plant is dampened.**

**JINX**

**“What happened?! Was it the thunder that scared you?”**

**Jinx crouches down next to the plant. She proceeds to caress it and it snaps at her. She quickly retracts her hand.**

**JINX**

**“Yikes! You are really upset. aren’t you?**

**She uses magic to conjure an earplug. She puts them in her ear seal. She then quickly grabs her spellbook and begins flipping through the pages.**

**JINX**

**“There’s got to be a spell in here to calm you down”.**

**The Venus flytrap breathes in heavily and then screams out even louder. The pages flipped rapidly in Jinx’s hand, then the book shot up and hit her in the face.**

**INT. PUMPKIN MANSION - LIVING ROOM - NIGHT**

**Frank, Jane, and Jax are in the living room. Frank is listening to blues music on his gramophone. Jane and Jax were playing a video game, furiously pressing the buttons.**

**JAX**

**“Yeah, take that! And that! Ka-pow**

**Beat you again!”**

**Jane sulks as the game ends and puts down her controller. She crosses her arms. Jax playfully blows a raspberry towards Jane.**

**FRANK**

**Jax, be nice!**

**Suddenly, a shrieking sound is heard - the cry of the Venus flytrap. Frank, Jane, and Jax looked up with confused expressions on their faces.**

**JANE**

**What’s that?**

**JAX**

**(shivers)**

**I don’t know but it sounds spooky.**

**JANE**

**Let’s go find where it’s coming from!**

**JAX**

**(apprehensively)**

**But…**

**Jane jumps off the couch and grabs Jax. She drags him along.**

**JANE**

**(excited)**

**C’mon, it’s been a while since we went on an adventure.**

**FRANK**

**Let’s go!**

**Frank walks towards the door and the three of them exits**

**INT. PUMPKIN MANSION HALLWAY - NIGHT**

**The group is walking down the hall together. Jax is looking around nervously and Jane leads the way. The scream is louder now.**

**JAX**

**(nervously, to himself)**

**I don’t like this one bit! We don’t even know who or what is screaming!**

**JANE**

**Frank, you know so much about music. Can you tell us, if we can’t see where the sound is coming from, how can we hear it? Can you tell us how can we hear the sound without seeing it?**

**As Frank says “Sound”, show a wide shot of the scene. Wherein the sound is being emitted from the source. An overlay appears over the entire scene to show the waves. When he says “travels”, waves start emitting from the word “Sound”, then “Sound waves” should appear as texts on the screen. [ otherwise; when he says “sound”, the scene goes in slow motion and animation of waves can be shown emerging from Frank as he speaks and the wave travels around the room and reaches Jane and Jax]**

**FRANK**

**Well, the sound is a type of energy that travels as invisible waves called sound waves.**

**JANE**

**Waves?**

**The word “Vibration” appears when he says it. It vibrates then disappears after a few seconds.**

**FRANK**

**Yes! Sound waves are formed due to the vibration of the sourceand we hear them when it travels and reaches us**

**JANE**

**So the source is the object making the sound?**

**FRANK**

**Exactly. You can’t see or touch these vibrations, but you can hear, and sometimes even feel them!**

**Right on cue, a very loud speaker starts playing below and the floor vibrates comically. They all stare down and then at each other.**

**JAX**

**I felt a lot of sound vibrations! This place is very creepy!**

**He walks out of frame. The other two follows. The floor continues to vibrate, suddenly the music stops. All were silent.**

**The group arrives at the door of the TV room. The screams are very loud now. Frank points towards the door.**

**FRANK**

**(loudly)**

**Looks like the source of the sound is behind that door!**

**Suddenly, Jinx’s voice was heard. Frank, Jane and Jax looked at each other.**

**JINX (VO)**

**Frank? Jane? Jax? Is that you? Come in here! Quickly!**

**Frank, Jane and Jax dashes into the room.**

**INT. PUMPKIN MANSION - TV ROOM**

**Frank, Jane, and Jax entered and saw Jinx frantic and sweaty, flipping through her spellbook. Her clothes were dishevelled. Her hair wass a mess. She lets out a big sigh of relief when she saw them. The Venus flytrap plant is swing flailing and throwing soil in all directions. Frank, Jane, and Jax ran to her side. Frank puts in earplugs. The scream is dampened for the viewer as well.**

**FRANK**

**What is going on?!**

**JINX**

**(sighs)**

**Thank God you’re here! I think this little one got scared by the thunder. I have tried every spell in the book to calm her down but nothing is working.**

**We see a close-up of the plant. An overlay screen forms over the plant's vocal cords and they are shown vibrating. Zoom out: Overlay of waves of sound waves emanating from the plant but doesn’t cross the energy sphere.**

**The overlay fades. Jinx continues flipping the pages of the spellbook. Frank and Jax look around in horror. It’s a mess. Every object in the room is shaking. Jax’s cap is about to fall off as it is shaking vigorously. He holds it tight to his head.**

**FRANK**

**We should better hurry up!**

**We see Jane with her eyes closed, humming, concentrating hard, slowly rocking her body to and fro.**

**JINX**

**(concerned)**

**She was so calm last night when I put her to sleep.**

**Jane’s eyes suddenly open. Her eyebrows are raised and she looks excited.**

**JANE**

**Wait a minute… How did she fall asleep last night?**

**(beat)**

**Maybe, if we do exactly what you did last night she will calm down and go to sleep.**

**FRANK**

**That is a brilliant idea, Jane.**

**Jane smirks.**

**JINX**

**Well, I was patting her…**

**JINX goes into a limbo scene recalling what happened last night.**

**INT. TENT - CAMPSITE - NIGHT**

**Jane is patting and caressing the plant to sleep.**

**JINX(CONT’D)**

**…head and that is about it, I guess…**

**(beat)**

**Wait a minute…**

**The three sounds get more heightened as Jinx recalls them.**

**JINX(CONT’D)(VO)**

**There were a few sounds at the campsite which might have helped her fall asleep.**

**FRANK**

**Quick! What were those sounds?**

**As Jinx recalls each sound, foley of the corresponding sound plays in the background.**

**JINX**

**There was the sound of the drums, (beat),**

**somebody was playing the flute**

**(beat)**

**and yes! The crickets were chirping.**

**Frank, Jane, and Jax look at each other as if they know what has to be done,**

**FRANK**

**I will get the drums.**

**JANE**

**I will find a flute!**

**JAX**

**(wrinkling his nose, reluctant)**

**And I will find a… cricket, I suppose.**

**Jax, Jane, and Frank rush out of the room. Show three screens simultaneously.**

**INT. ATTIC - PUMPKIN MANSION - NIGHT**

**Slice 1. Jane opens a trunk and takes out a flute. She plays it once to check whether it is working. She looks towards the next slice.**

**EXT. BACKSTAGE - AUDITORIUM - NIGHT**

**Slice 2. Frank enters the backstage and picks up the drum set. He plays it once. Then looks towards his right as the next slice slides in.**

**EXT. GARDEN - PUMPKIN MANSION - NIGHT**

**Slice 3. A cricket sitting on a leaf. It is chirping, when suddenly (zoom out) Jax captures it in a jar.**

**Jane turns and calls out the duo from his slice. They look towards Frank, almost like breaking the 4th wall’.**

**JANE**

**Jax! Frank! Did you guys find the things you were looking for?**

**Jane and Jax lift their respective findings and wave their heads in delight.**

**JAX/FRANK**

**Yes! We did.**

**JANE**

**Great! Let us go and help Jinx then.**

**INT. PUMPKIN MANSION - TV ROOM**

**The trio enters the TV room to find Jinx holding her head down in disappointment as the venus fly trap has not stopped screaming. SFX: The thunder rumbles on.**

**JAX**

**Hey, Jinx! Look! We found the sounds you were looking for.**

**Jinx looks up.**

**FRANK**

**Yes, now we can calm her down in a jiffy.**

**Jinx exhales and looks delighted.**

**JANE**

**C’mon, let us not waste any more time. Let us start with the drums first.**

**Frank starts playing the drums. All others look curiously at the fly trap**

**The fly trap’s attention is drawn towards the beat of the drums and it starts to calmdown and stops waving its ‘arms’.**

**JINX**

**Looks like it is working!**

**JAX**

**(whispers)**

**It is! Quick, Jane, play your flute.**

**Jane plays a soothing tone with the flute. The plant starts calming down further and sways along with the music. Its screams are of lower amplitude.**

**JAX**

**Here you go, Mr Cricket. Would you please umm…**

**(beat)**

**Hey, Frank, what sound does cricket make?**

**FRANK**

**A cricket chirps, Jax.**

**JAX**

**Could you please chirp for our friend here?**

**Close up of the cricket who is visibly angry from the captivation. Jax releases the cricket, which raises its ‘hands’ in anger and ‘shouts’. The cricket chirps.**

**SFX: Chirp… chirp… chirp.**

**SFX: Cricket chirping. The flytrap calms down even further and stops screaming gradually.**

**JINX**

**Here you go. Sleep tight, little one.**

**Jinx then pats and caresses its head as the flytrap goes to sleep.**

**FRANK/JAX/JANE**

**AWW!**

**JINX**

**(delighted)**

**Thanks a lot for your help, guys!**

**JANE**

**No problem, Jinx. The poor thing was so scared. We had to help her.**

**JAX**

**Yes. It’s a relief she’s slept off… I didn’t like the sound which she was making. It didn’t sound nice.**

**FRANK**

**True. It was rather unpleasant. A sound which feels unpleasant to hear is called noise, Jax.**

**JANE**

**(playfully)**

**I hate noises too, Jax. Especially the ones you make!**

**Transition to: A limbo showing a montage of Jax various ‘noises’. No environments needed here. Just the trio in different situations with a limbo-like background. 1. Jax’s stomach gurgles. 2. Jax drops ice cream from the cone and starts crying. 3. Jax is being chased by a monkey and is screaming. The limbo fades.**

**Frank, Jane, and Jinx laugh. Jax is standing there with his cheeks puffed.**

**Ha ha ha. Very funny, Jane. I don’t like ANY of the sounds you make!**

**JINX**

**Well, if you want to go to a place where there is no noise or any sound altogether, then I can send you to space in a jiffy.**

**JANE**

**Is that true, Frank? Is there no sound in space?**

**A very wide shot revealing the TV room, hallway and the living room. Show a recap of the trio in the living room when they heardthe sound from the TV room. Waves of sound travel across the three rooms fading as they progress.**

**FRANK(OS)**

**It sure is! Sound waves need something to o travel through! It’s called a medium.**

**JAX (OS)**

**What medium did the plant’s crying sound travel through?**

**Focus on the waves of sound travelling through the air. Zoom in to show the air particles being compressed and expanded as the wave travels through. As sound passes through the air (or any fluid medium), the particles of air do not vibrate in a transverse manner.**

**FRANK(OS)**

**We could hear the sound coming from the TV room to the living room because it travelled through the air. Air has particles present which acts as a medium for sound to travel through. So, the crying sound travelled through air particles.**

**SCENE HEADER**

**The screen splits in two to show a scene from outer space. King Septus is floating in space and is trying to call his minions who are busy floating and having fun in space.**

**CUT TO close up of Septus visibly angry and shouting. But the minions do not acknowledge any of them. This whole scene is mute.**

**FRANK (OS)**

**But in space, there is no air… so there are no such particles, so… it’s completely silent!**

**INT. PUMPKIN MANSION - CONT.**

**JANE**

**Woah!**

**It’s very silent around them, too.**

**JAX**

**Just like how it is very silent here right now!**

**JANE**

**But Frank, do mountains make a sound?**

**Frank gives a confused look**

**FRANK**

**No.. but why do you ask?**

**JANE**

**Well, if they don’t speak, how did it repeat what I was saying?. t was saying my name this evening while I was playing at the hill.**

**JAX**

**I told you this place is really creepy.**

**FRANK**

**Umm ..um I don’t know..**

**(jinx give a light giggle and continues)**

**JINX**

**That is called ‘echo’**

**JANE**

**ECHO??**

**JINX**

**Yes, when the sound we produce hit any other surface, it gets reflected..Thus, we will hear it again, which made you feel like the mountain was speaking. It was your sound itself.**

**JAX**

**Woah...that's wonderful’**

**JANE**

**Yeah, we will go there again.**

**JINX**

**(yawning)**

**Well, it is time to sleep in the Pumpkin Mansion! Let's KEEP THE FUN FOR TOMORROW**

**JANE**

**We can all sleep peacefully now because there is no noise!**

**On cue, the Venus flytrap lets out a soft snore. And then Jax yawns loudly.**

**JANE**

**(sighing)**

**Well, almost none!**

**JAX**

**(incoherently - mid-yawn)**

**I’m twice redd!**

**JANE**

**Me too!**

**JINX**

**(playfully)**

**Me three!**

**IRIS OUT: Frank turns towards the camera as the circle shortens around himandthe screen outlays outside the mansion into a silent night.**

**FRANK**

**(chuckles and shrugs)**

**Haha! Me four! Bye bye, and good night!**

**FADE OUT:**