



## Day 1: Scavenging Sounds

<b>8:30AM - 9:00AM</b>	<i>Drop-off: 9th St &amp; Prospect Park West entrance</i>
<b>9:00AM - 9:30AM</b>	<i>DJ music together &amp; move our bodies</i>
<b>9:30AM - 10:15AM</b>	<i>Learn how to sequence sounds on a Pocket Operator</i>
<b>10:15AM - 10:45AM</b>	<i>Snack time &amp; open play</i>
<b>10:45AM - 11:15AM</b>	<i>Learn how to record sounds on a Pocket Operator</i>
<b>11:15AM - 12:15PM</b>	<i>Explore the park together to find really cool sounds</i>
<b>12:15PM - 12:45PM</b>	<i>Lunch in the park</i>
<b>12:45PM - 1:30PM</b>	<i>Open play on the playground</i>
<b>1:15PM - 2:00PM</b>	<i>Sound Circle to share all of our sounds on the big speaker</i>
<b>2:00PM - 2:30PM</b>	<i>Refine sounds and begin creating a beat</i>
<b>2:30PM - 3:00PM</b>	<i>Continue working on beats or play until pickup</i>
<b>3:00PM</b>	<i>Pickup</i>



## Scavenger Hunt

- Rock/Stone
- Sand/Gravel
- Metal (Percussive)
- Metal (Melodic)
- Leaves
- Sticks (breaking, falling, etc.)
- Birds
- Fence
- Wind (be creative!)
- Something Hollow (tunnel, water bottle, slide, etc.)
- Dog bark (politely ask a dog owner for help!)
- Fabric/cloth
- Bicycle
- Crosswalk Ticking Sound
- Horse hooves
- A musician
- A person saying “come on!” or “let’s go!”
- Police/ambulance siren
- Water sound (CAREFUL with the device!)
- YOUR CHOICE!