

# Sound Codes

Listening and remembering what you hear is important for lots of things, especially for school. Now you have to listen to sounds but the sounds are a code for jumps.

## **Step 1. Three sounds & jumps**

The computer will 'play' some sounds for you. It will start with three in a row. There are only two different kinds of sounds, a long sound and a short sound.

You have to **listen** to the sounds and remember which sound came first, which was second and which was last. Then you have to **show** your helper what you heard by jumping forward in a straight line, using long or short jumps. A long sound is shown with a long jump; a short sound is shown with a short jump. So, if you heard long sound, long sound, short sound, you would show this by first taking a long jump forwards, then another long jump forwards, then a short jump forwards.

Click on '**Run Activity**' at the top of this screen. Click on '**Start**' in the middle of the screen to hear the three sounds. Then jump forwards to show the pattern. When you have shown the pattern with long and short jumps, click on '**Start**' again for a new pattern of sounds.

**Your goal is to listen to the 3 sounds and show them with jumps, getting them right at least 8 times out of 10 before you go to step 2.**

### **Notes for helpers:**

It is easiest when beginning this activity with 3 sounds only. Ask what they heard - so you might say "**what did you hear...how many sounds did you hear?**"

**Was there any difference between the sounds?** The sounds may have to be played several times before the differences can be expressed. You expect that eventually they will be able to tell you that there were long and short sounds.

**Now ask 'can you think of a way to show me what you heard by moving.'** There are many possible ways to show the pattern, e.g. using hands, stepping, jumping.

**Encourage them to show you as many different ways as possible.** Now explain that we will use jumps to show that the pattern they heard. You can then demonstrate by jumping the pattern of long and short steps to represent the sounds in the same order as they were heard. Jump so you start and end with both feet together. Then say "**now you show me the jumps, just like I did**"

Sometimes there may be some difficulty understanding the concept that a long sound can represent a long jump and a short sound can represent a short jump. It may help to draw three lines on a piece of paper, using a thick marker such as:



You can now discuss how this shows long line, long line, short line and can be shown by jumps. You can demonstrate by doing a long jump, then another long jump, then a short jump. Now play three sounds again and ask that the length of the sounds be described (eg. long sound, short sound, long sound) now ask if they can show you long, short, long, by jumping.

## **Step 2. Four sounds & jumps**

Click on '**Presentation**' at the top of the screen. Click in '**Four sounds**'. Now the computer will play four sounds and you have to show the pattern of sounds with four jumps.

**Your goal is to get at least 8 out of 10 right before you go to step 3.**

## **Step 3. Five sounds & jumps**

Click on '**Presentation**' again and click on '**Five sounds**'. Now listen to the five sounds and show with five jumps.

**Your goal is to get at least 8 out of 10 right before you go to step 4.**

#### **Step 4. Four sounds with a pause, jump & wait**

Click on '**Presentation**' and click on '**Four sounds with a pause**'. This time the computer will play four sounds, some long and some short, but, there will be a pause between some of the sounds. You show the sounds with jumps like before, but show the pauses by waiting before the next jump. A good way to show the pause is to stop and count to five, slowly and very softly, so your helper can't hear you. Then make the next jump.

**Your goal is to get at least 8 out of 10 correct before you go to step 5.**

#### **Step 5. Five sounds with a pause, jump & wait**

Click on '**Presentation**' then click on '**Five sounds with pause**'. Now try 5 sounds with pauses, showing with jumps and waiting to show the pause.

**Try to get at least 8 out of 10 correct.**