

See and Sound Codes

So far you have worked with lots of different codes. Until now most of the codes have been for movement. Now the code is for sounds, but the sounds are not words.

Step 1. High & low sounds

To begin, your helper will ask you to make two different sounds, a **high** sound and a **low** sound. Make a high sound then a low sound (The sound you use doesn't matter it can be any nonsense sound, such as '**bow**' or '**beep**'). Can you hear a difference in the two sounds you make? Your helper should be able to easily tell if the sound is high or low.

Your helper may need to give you some help by making a high and a low sound so you can hear the difference between them.

Now we are going to use a code to **show** you those sounds. We are going to use a high line for a high sound and a low line for a low sound, like so:



Notes for helpers:

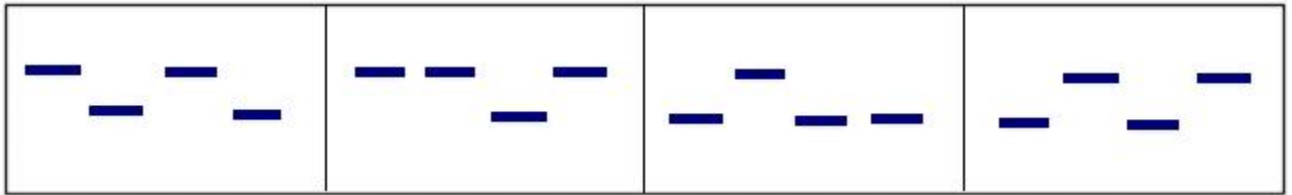
Make sure you have shown the code and that they understand the concept of the line representing the sound. Also the first sound must be *written* on the left and the second sound on the right i.e. As we would *read them*.

There are now three games to play using patterns of high and low sounds.

1. "Find the pattern"

Click on '**Run activity**' at the top of this screen.

Click on '**Presentation**' and click on '**Groups, high and low**' from the menu at the top of the screen. When you click on '**Next**' in the bottom right of the screen four patterns of lines representing sounds will be shown on the screen. There will be four lines in each pattern.



Your helper makes the sounds represented by one of the patterns e.g. high sound / low sound / high sound / low sound. You now have to find the pattern that represents the sounds you heard. For this example you would indicate the first pattern above.

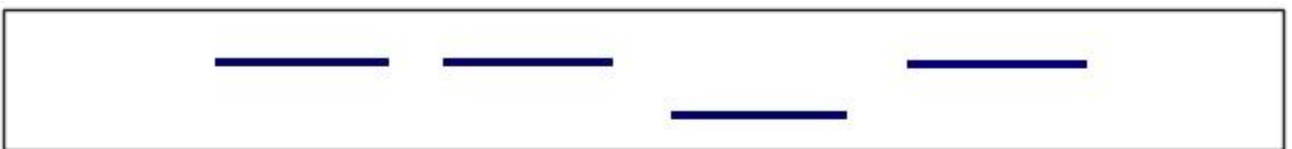
Click on '**Next**' for a new pattern.

2. "Make the sounds"

Click on '**Presentation**' again and click on '**Single, high and low**'. Click on '**Next**'. Now only one pattern of 4 lines will be shown on the screen. You now have to make the sounds represented by the line pattern. So you have to look at the screen and '**read**' the patterns of sounds in each box. E.g. For the last pattern above, you would make a low sound, followed by high sound, followed by low sound, followed by high sound.

3. "Write down the sounds"

Now your helper makes a series of sounds and you write down a pattern of lines to represent the sequence of sounds you heard. e.g. If your helper makes high sound, high sound, low sound, high sound, you would write down the following pattern :



Your helper can read these patterns from the screen, as long as you can't see the screen.

Step 2. Loud, soft & high/low sounds

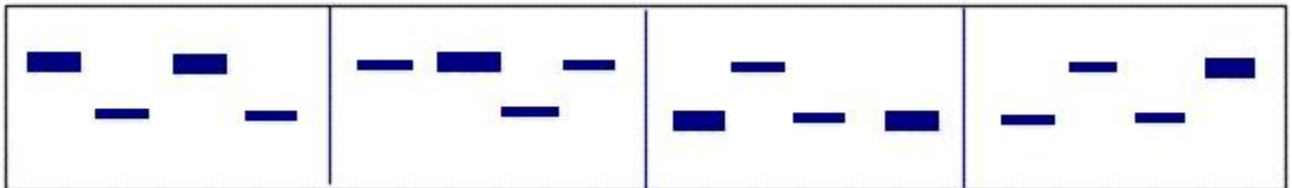
The same three games can now be played with loud and soft sounds in combination with high and low sounds. Your helper will show you by making a loud sound followed by a soft sound so you can hear the difference between the two sounds. Then they will ask you to make a loud sound and a soft sound.

Now play the three games above with the loud and soft sounds. Loud sounds can be represented by thick lines and soft sounds by thin lines.



1. "Find the pattern"

Click on '**Presentation**' and click on '**Groups, high, low, loud and soft**' and click on '**Next**'. This will display four groups of patterns. Your helper makes the sounds for one of these patterns and you have to find the one that represents the sounds they made. The patterns on the screen will be codes for combinations of high and low with loud and soft sounds as in the boxes below.



2. "Make the sounds"

Now click on '**Single high, low, loud and soft**' from the '**Presentation**' menu and click on '**Next**'. One pattern of thick and thin lines and high and low lines will be displayed on the screen. You read the pattern making the sounds corresponding to the various patterns of thick, thin high and low lines.

Click on '**Next**' to give you new pattern to read.

3. "Write down the sounds"

Your helper make a series of loud/soft/high/low sounds and you write down a line pattern of thick or thin, high/low lines corresponding to the sounds you hear. Your helper can read these from the screen, but you can't watch the screen.

Step 3. Long/Short, Loud/Soft & High/Low sounds

Now the same three games can now be played with long and short sounds in combination with loud and soft and high and low sounds. Your helper will show you by making a long sound followed by a short sound so you can tell the difference between the two sounds. Then you can make a long sound and a short sound.

Play the three games '**Find the pattern**', '**Make the sounds**' and '**Write down the sounds**' with the **long and short** sounds in combination with **loud and soft** sounds and **high and low** sounds. A long sound can be shown by a long line and a short sound by a short line.



Click on '**Presentation**' and click on '**High, low, loud, soft, long and short**', and use '**Groups**' and '**Single**' as you did for steps 1 & 2. Patterns will now be combinations of high & low, loud & soft, long & short sounds, as in the boxes below.

