# **Skoog: Create a Sound Story**

\*Sections with blue text denote the structure and are fixed\*

\*Black text is editable\*

INSERT: Yellow highlight indicates image/video insert (INSERT: TITLE:)

INSERT: Pink highlight indicates PDF/document insert (INSERT: TITLE:)

INSERT: Orange highlight indicates interactive/widget insert from custom CLS template (INSERT: TITLE:)

INSERT: Blue highlight indicates link in line with URL and title (INSERT: TITLE:)

### **AoE**

Communication and Media Arts

### **Product Line**

SmartLab HQ

### **Project Starter Title**

Skoog: Create a Sound Book

**Related Project Starters**

**Skoog: Compose (4th Grade)**

**Activity Description:**   
Learn to play and compose music with Skoog. Count the beats represented in a song as whole numbers and fractions. Then, compare and add the beats.

**The Challenge:** Your challenge is to use Skoog to play musical notes, then compose a song using whole number and fractional beats. You will add the whole number and fractional beats, and then decompose each line of music into a sum of fractions. Skoog is a customizable electronic musical instrument and programmable control device.

**Math Standards:**

[CCSS.MATH.CONTENT.4.NF.A.2](http://www.corestandards.org/Math/Content/4/NF/A/2/)

Compare two fractions with different numerators and different denominators, e.g., by creating common denominators or numerators, or by comparing to a benchmark fraction such as 1/2. Recognize that comparisons are valid only when the two fractions refer to the same whole. Record the results of comparisons with symbols >, =, or <, and justify the conclusions, e.g., by using a visual fraction model.

[CCSS.MATH.CONTENT.4.NF.B.3.B](http://www.corestandards.org/Math/Content/4/NF/B/3/b/)

Decompose a fraction into a sum of fractions with the same denominator in more than one way, recording each decomposition by an equation. Justify decompositions, e.g., by using a visual fraction model. Examples: 3/8 = 1/8 + 1/8 + 1/8 ; 3/8 = 1/8 + 2/8 ; 2 1/8 = 1 + 1 + 1/8 = 8/8 + 8/8 + 1/8.

### **Technology**

Skoog

### **Grade Level**

3rd Grade

### **Math Standards**

N/A

### **Activity Description**

Use Skoog to create a sound story. Find or record sound effects using GrageBand, then use the Skoog to play your sound effects and bring your story to life.

### **Project Description**

Students will learn the basics of how to use Skoog with Garage Band instruments. They will write or choose a short story. They will then use Garage Band to record sound effects to play as they read their story. Lastly, they will record a video of them reading their story and playing the sound effects using their Skoog.

# **The Challenge – Skoog: Create a Sound Story**

## **The Challenge**

Your challenge is to create a sound story. Find or record sound effects using GarageBand, then use the Skoog to play your sound effects as you read a chosen or original story.

INSERT:Skoog\_Skoog\_CLS TITLE: Skoog device

## **What I’ll Learn**

* I CAN incorporate sound effects into a story.
* I CAN use GarageBand to record sounds.
* I CAN play sounds from GarageBand on Skoog.
* I CAN use Skoog to communicate ideas with sound.

## **Stuff I’ll Need**

* Skoog
* SmartLab iPad with SkoogMusic App
* SmartLab iPad with GarageBand App
* INSERT: Skoog\_StoryTemplate\_CLS.pdf TITLE: Short Story Planning Template

# **Assignment- Explore –** **Skoog: Create a Sound Story**

Explore Skoog and its tools. Answer the following questions:

1. *How do you use Skoog?*
2. *Why do you think Skoog was created?*
3. *What types of activities would use Skoog to do?*
4. *How could you use GarageBand with Skoog?*

# **What You Should Know – Skoog: Create a Sound Story**

### **Important Vocabulary**

* **Sound Story**- a story (usually a book) that uses sound to enhance the experience for the reader
* **Sound Effects** - sounds that are added to movies, films or other media to enhance the experience for the reader
* **Onomatopoeia –** words that name a sound while also sounding like the sound. Examples: pop, squeak, bang, boom
* **Notes, Scales, and Keys –** notes are different sounds in music that are grouped together to make scales while keys are specific scales like C sharp or E major

**Heading:** Sound Effects in GarageBand

**Text:** You will be using GarageBand to create and find the sound effects that you will be using for your sound story. To do this you will need to record them as if they are a new instrument so that you can play them on the Skoog machine. You can use pre-recorded sound effects that are already in GarageBand or you can record your own sound effects.

**Sub-Heading:** Record Original Sounds

**Text:** Use the following steps to record original sound effects:

1. Open GarageBand on your iPad
2. Go to the instruments page. If you are on the songs or Recents page just click the plus sign in the top right.

INSERT: Skoog\_Recents\_CLS TITLE: plus sign on recents page circled

1. Scroll left or right until you find Keyboard.
2. Click Sampler. This button allows you to sample or record new music.

INSERT: Skoog\_KeyboardSampler\_CLS TITLE: arrow pointing to Sampler Icon

1. Press the red record button to begin recording. When you are finished recording, press it again to stop.

INSERT: Skoog\_RecordButton\_CLS TITLE: arrow pointing to record button

1. To play your recording press the keyboard buttons.
2. To save the sound click the page icon in the top left corner.

INSERT: Skoog\_PageIcon\_CLS TITLE: arrow pointing at page icon

1. When you save it will take you back to the Recents page. To rename your sound just hold down on it until the options pop up and click Rename.
2. You can access these sounds later by going to the Recents page.

TIP: Name your sound so that you can easily find it later.

INSERT: Skoog\_Rename\_CLS TITLE: Rename option circled

INSERT: Skoog\_TitleHighlighted\_CLS TITLE: arrow pointing towards highlighted title

INSERT: Skoog\_RenamedSound\_CLS TITLE: arrow pointing towards renamed sound

**Sub-Heading:** Use Pre-Recorded Sounds

**Text:** To use pre-recorded sound effects follow these steps:

1. Complete steps 1 – 4 from above.
2. Click on the rectangle above Details. This will open up the sample library.

INSERT: Skoog\_Rectangle\_CLS TITLE: arrow pointing to the rectangle above details

1. Click on Library to see if there are any sound effects already downloaded that you would like to use.

INSERT: Skoog\_SampleLibrary\_CLS TITLE: arrow pointing to Library

1. To search for more pre-recorded sound effects in the apple loops library click on Import.

INSERT: Skoog\_Import\_CLS TITLE: arrow pointing to Import button

1. You can search or scroll through the apple loops to see if there are any sound effects you would like to use. They are in alphabetical order.
2. To listen to one, just click it.
3. If you want to use one as a sound effect, then press the download icon.

INSERT: Skoog\_Download\_CLS TITLE: arrow pointing to Download button

1. When you download it, it will then show up in the sample library to be used.
2. Press done in the top left corner of the pop-up box.

INSERT: Skoog\_Done\_CLS TITLE: arrow pointing to Done button

1. When you save it will take you back to the Recents page. To rename your sound just hold down on it until the options pop up and you click on Rename.
2. You can access these sound effects later by going to the Recents page.

TIP: Name your sound so that you can easily find it later.

**Sub-Heading:** Connecting Garage Band to Skoog

**Text:** Before you can play your sound effects, you need to connect GarageBand to Skoog. When you have them connected, you can play your Skoog while on the GarageBand app and you can also play the instruments and sounds from GarageBand while on the Skoog app.

To connect GarageBand and Skoog do the following:

1. In the Skoog app, click on the MIDI icon.

INSERT: Skoog\_MidiIcon\_CLS TITLE: arrow pointing to MIDI icon

1. Slide button to turn MIDI on.

INSERT: Skoog\_MidiOn\_CLS TITLE: Turning MIDI On

1. Go to the Garage Band App
2. Go to an instrument and click the settings gear icon in the top right corner.

INSERT:Skoog\_SettingsGearIcon\_CLS TITLE: arrow pointing to settings gear icon

1. Click on Advanced.

INSERT: Skoog\_Advanced\_CLS TITLE: arrow pointing to advanced option

1. Turn on “Run in Background”. This allows you to play Garage Band instruments and sounds while on other applications.

INSERT: Skoog\_RunInBackground\_CLS TITLE: Run in Background Circled

1. Test it by selecting an instrument or sound and seeing if you hear it when you press the buttons on your Skoog.

**Heading:** Sound Effect

**Text:** A sound effect is a sound that is either created or enhanced artificially by a sound designer. A great example of this is when you are watching a funny show on television and you hear people laughing. While there may be a studio audience laughing, sound designers also usually add extra fake or artificial laughter to enhance the laughing heard by the audience. Sound designers add extra artifical laughs to help create a funny or comedic atmosphere which makes the viewers want to laugh. Sound effects are also added to videos we watch to enhance the plot or action. For example, if something shocking happens, an editor may add a “gasp” sound effect.

Sound designers sometimes have to get creative with how they make a fake or artificial sound. For example, a sound designer might want to add the sound of crunching snow to a story, mayeb they don’t have any snow, or it’s the middle of summer. To solve this issue, sound desginers try to create a similar sound from something else. They may take flour and put it into a cloth. When they push a shoe on or walk into the cloth where the flour is, to create an artifical sound of crunching snow!

When you are recording your sound effects you may have to get creative as well. Don’t be afraid to experiment!

INSERT: Skoog\_HearingSound\_Pixabay TITLE: cartoon man hearing a sound effect

**Heading**: Sound Story or Book

**Text**: Sound is an effective technique for telling stories. Sound effects are used to enhance stories and make them more entertaining. Some authors choose to write children’s books that use sound buttons to play as they are read. These are called sound books. As the reader is reading the book, they have buttons they can choose from to play. If the book is about animal sounds, the buttons may be different sounds that animals make and the reader can play the correct sound when they get to that animal. If they are on the cow’s page then they would play the “moo” sound, on the cat page they would play “meow”, and so on. Sound books are not just limited to animals. They can be used to enhance other readings as well. Imagine you are reading a story about a princess and a witch. When you read about the princess you may press a button to play a light twinkle sound and when you read about the witch you may play a scary lightening sound. It just depends on the book. *What types of books do you think would make the best sound books?*

**Career Connection and Real-World Application**

**Heading:** Author

**Text:** Authors write books, short stories, essays, poems, and other types of texts. They can either write nonfiction which is based off real events, people, and facts, or fiction which is imagined or made up. Authors write for many different purposes like to inform, persuade, entertain, or to express feelings. Some authors like to pick a particular subject and audience to write for while others just enjoy writing about all things for all people.

INSERT: Skoog\_Writing\_Pixabay TITLE: author writing on paper

**Heading:** Sound Designer

**Text:** Sound designers work in theatre, video games, movies, and music. Their main responsibility is gathering and ensuring that they have all of the sounds needed for the production. This can include editing and enhancing sounds, creating and recording new sounds, and collecting sounds. Sound Designers are also in charge of the sound equipment and ensuring that it is working and set up correctly.

INSERT: Skoog\_SoundDesigner\_Pixabay TITLE: picture of sound designer’s equipment

**Heading:** Foley Artist

**Text:** Foley artists are a special type of sound designer. They work to create sounds during post production. They must ensure that the sound the make fits perfectly into the scene. For example, there may be a moment in a video game where the character shoots an arrow into a tree that is covered in snow. The foley artist is responsible for creating the sound of the arrow flying through the air, the arrow hitting the tree, and the snow falling to the ground. This is different from a normal sound effect that may just be an arrowing flying through the air. Foley artists use everyday objects to create these sound effects and watch the scene closely as they are recording to verify they are not missing any key details.

INSERT: Skoog\_FoleyArtist\_Pexels TITLE: foley artist creating popping sound using bubble wrap

# **Assignment- Plan and SMART Goal – Skoog: Create a Sound Story**

**Plan and SMART Goal – Skoog: Create a Sound Story**

Before you start your challenge, make a plan for your project and set a SMART goal. Your goal should be Specific, Measurable, Attainable, Relevant, and Time Based.

1. Decide if you want to choose a story that is already written or write your own short story. Consider the following questions:
   * *Will the story be fiction (made up) or nonfiction (factual)?*
   * *What genre of story would I like to use?*
   * *How can I use sound effects to make the story better?*
   * *Where in my story will I use sound effects?*
   * *What types of sound effects will I be using?*
2. Think about whether you could record your own original sound effects or how you might use the pre-recorded ones.
   * *Do you need to modify or edit the pre-recorded sound effects?*
   * *How might you make them sound more real or accurate?*
   * *How can you make the sound effects you want?*
3. Write your project SMART Goal: We will use (name of technology) to (detailed description) by (due date). We are creating this because (personal interest or purpose).

# **Do It! Skoog: Create a Sound Story**

## **The Challenge**

Your challenge is to create a sound story. Find or record sound effects using GarageBand, then use the Skoog to play your sound effects as you read a chosen or original story.

**Project Steps**

1. Pick or Write Your Short Story
2. Pick Your Sound Effects
3. Record Your Sound Effects
4. Read Your Story

**Heading:** Pick or Write Your Short Story

**Text:** You first need to pick the story you want to read or plan to write your own short story. Keep in mind that you are adding sound effects, so you want to make sure your story is one you feel comfortable adding sounds to.

If you are writing a story, be creative with it! You can use the (INSERT: Skoog\_StoryTemplate\_CLS TITLE: Short Story Planning Template) to help you plan. There is even a section to brainstorm your sound effects. After you have planned your story. You can begin writing it. Consider including onomatopoeia words like “buzz, crash, or shh” to easily incorporate sound. You may also consider the details you want to include in your story and how you can use sound alongside them to strengthen your story.

**Heading:** Pick Your Sound Effects

**Text:** As you read through your story, decide where you will want to add your sound effects. Use the sound effects section of the template to help you plan. Think about how you can use sound effects throughout your book to convey feelings or emotions. If something surprising happens, you could play a surprised sound effect. If it’s a funny book, you could consider including laughing after a joke. You could even have special sounds for each character such as a lightening bolt for the villain. As stated above, onomatopoeia is a great place for a sound effect. You could also use common sounds you hear everyday like birds chirping, train whistles, cars driving, etc. It just depends on what your story is about. You can also include them to let the readers know what is about to happen or to enhance what is happening. Some examples could be: it’s raining so you include the sound effects of raindrop, there is a knock at the door so you include a knocking sound, a character is happy so you include an upbeat sound, animals are making noises, etc. Just remember, the sounds are being used to enhance the book as you read it. Each place that you are going to include a sound, you should make a note on the template of what sound and where so that you remember.

TIP: If you are chosing a story instead of writing your own, you can use sticky notes to plan your sounds so you don’t write on the pages.

INSERT: Skoog\_FinishedStoryTemplate\_CLS TITLE: example of story template

**Heading:** Find or Record Your Sound Effects in GarageBand

**Text:** After you decide what sound effects you want to include in your story, you will need to find or record them! Sound designers use pre-recorded sounds, but they also record sounds that they make themselves using different objects and themselves. If they wanted to mimic opening a present, they may crinkle paper, for bird wings they may flip pages in a book, they could even make the sound of rain by tapping their fingers on a table. You should also browse the pre-recorded sounds in the sound library to see if there are any of those you want to use. To get to the sound library go to the instruments page and scroll until you see the sound library.

INSERT:Skoog\_SoundLibrary\_CLS TITLE: screenshot of Sound Library in GarageBand

As you are finding and/or recording your sound effects, you may find it useful to try them out on your Skoog. Remember that each side of the Skoog represents a different note and that you can edit the pitch and scale of the Skoog within the app. Try out the different notes, pitches, and scales to see which one works the best. Make sure you write down the side of your Skoog that you use and the scale so that you don’t forget when you are playing them!

**Heading:** Add Sound Effects without GarageBand

**Text:** If you are unable to use GarageBand for your sound effects, you can still use Skoog to play different sounds to make your story more entertaining. However, Skoog does not allow you the option to record sounds or have any pre-recorded sounds to choose from, only instruments. Due to this you may need to adjust your story so that you are only using instrument noises. One idea might be to have specific instruments accompany certain characters or actions, such as, a high pitched Flute note for a good character or a low pitched Moon Synth note if something bad happens. To access these instrument sounds do the following:

1. Open the Skoog App.

INSERT: Skoog\_SkoogIcon\_CLS TITLE: screenshot of Skoog app

1. Click the Guitar icon to pick a new instrument.

INSERT: Skoog\_GuitarIcon\_CLS TITLE: screenshot of guitar icon to change instruments

1. Click the Note icon to change the key, scales, and notes.

INSERT: Skoog\_Scales\_CLS TITLE: screenshot of note icon to edit scales and keys

INSERT: Skoog\_NotesIcon\_CLS TITLE: screenshot of note icon to edit notes

**Heading:** Read Your Story

**Text:** Now that you have all of your sound effects saved you can read your story! Record yourself reading your story by using the camera on your ipad. Make sure you play your sound effects using your Skoog. Save your recording to upload in your project submission.

INSERT:Skoog\_CameraIcon\_CLS TITLE: camera icon

# **Assignment- Daily Project Journal – Skoog: Create a Sound Story**

### **Daily Project Journal –** **Skoog: Create a Sound Story**

Use this space to answer the following questions every day by collaborating with your partner - this is a group assignment.

1. *What did we do today?*
2. *What did we learn?*
3. *What math did we use?*
4. *What could we have done differently?*
5. *What new questions do we have based on our work today/this week?*
6. *What is our plan for next time?*

# **Assignment- Project Submission – Skoog: Create a Sound Story**

### **Project Submission – Skoog: Create a Sound Story**

1. Upload a video of you or a classmate reading your book with the included sound effects.
2. Reflect on the following questions:

* *How did the sound effects enhance your story?*
* *Why are sound effects important to a story?*
* *How were the Skoog buttons similar to sound book buttons?*

1. Revisit your SMART goal. Remember, your goal should be Specific, Measurable, Attainable, Relevant, and Time Based.

* *Did you meet your SMART goal? Why or why not?*
* *How did you manage your time? How could you improve your time management?*
* *Did you have to modify your SMART goal?*
* *What will you do differently next time?*

# **Extend Yourself – Skoog: Create a Sound Story**

**Heading:** Add Pictures

**Text:** You already have a story and sound effects, now add pictures to it. *How does adding pictures change your story? Does it make it more entertaining? Easier to understand?*

INSERT: Skoog\_GirlDrawing\_Pexels TITLE: picture of a girl drawing

**Heading:** Write or Choose Another Story

**Text:** Try to use the same sound effects with a different story that you write. *How can you change the way that they work within the story? Is there one that you prefer over the other?*

**Heading:** Tell a Fairy Tale with Sound

**Text:** Think of popular fairy tales that you know. A couple of examples could be: The Three Little Pigs, Goldilocks and The Three Bears, Little Red Riding Hood, etc. Think about how you could tell this story using only sound effects and no words. *How could you use sound to represent the characters? The action?* Play your story for a classmate and see if they can guess it!

INSERT: Skoog\_FairyTales\_Pexels TITLE: picture of fairy tale book on desk

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| --- | --- | --- | --- |
| **IMAGE AND RESOURCE INFORMATION**  INSERT: Yellow highlight indicates image/video insert (INSERT: TITLE:)  INSERT: Pink highlight indicates PDF/document insert (INSERT: TITLE:)  INSERT: Orange highlight indicates interactive/widget insert from custom CLS template (INSERT: TITLE:)  INSERT: Blue highlight indicates link in line with URL and title (INSERT: TITLE:) | | | |
| **Title** | **Alt Text** | **Original URL** | **Date** |
| Skoog\_FoleyArtist\_Pexels | Foley Artist Creating Popping Sound Using Bubble Wrap | https://www.pexels.com/photo/a-woman-pooping-bubble-wrap-for-sound-effect-6920005/ | 12/4/23 |
| Skoog\_Writing\_Pixabay | Author writing on paper | https://pixabay.com/photos/once-upon-a-time-writer-author-719174/ | 12/9/23 |
| Skoog\_StoryTemplate\_CLS | Short Story Planning Template |  |  |
| Skoog\_Advanced\_CLS | Arrow pointing to advanced option |  |  |
|  |  |  |  |
| Skoog\_KeyboardSampler\_CLS | Arrow pointing to Sampler Icon |  |  |
| Skoog\_MidiIcon\_CLS | Arrow pointing to Midi Icon |  |  |
| Skoog\_MidiOn\_CLS | Turning Midi On |  |  |
| Skoog\_PageIcon\_CLS | Arrow pointing at page icon |  |  |
| Skoog\_Recents\_CLS | Plus sign on recents page circled |  |  |
| Skoog\_RecordButton\_CLS | Arrow pointing to record button |  |  |
| Skoog\_RunInBackground\_CLS | Run in Background Circled |  |  |
| Skoog\_SettingsGearIcon\_CLS | Arrow pointing to settings gear icon |  |  |
| Skoog\_Rename\_CLS | Rename option circled |  |  |
| Skoog\_RenamedSound\_CLS | Arrow pointing towards renamed sound |  |  |
| Skoog\_TitleHighlighted\_CLS | Arrow pointing towards highlighted title |  |  |
| Skoog\_SoundDesign\_Pixabay | Picture of Sound designer’s equipment | https://pixabay.com/photos/mix-music-mixer-volume-dj-3615480/ | 12/11/23 |
| Skoog\_FairyTales\_Pexels | Picture of fairy tale book on desk | https://www.pexels.com/photo/childrens-book-on-a-school-table-9258376/ | 12/11/23 |
| Skoog\_GirlDrawing\_Pexels | Picture of a girl drawing | https://www.pexels.com/photo/girl-with-eyeglasses-drawing-in-classroom-19364667/ | 12/12/23 |
| Skoog\_HearingSound\_Pixabay | Cartoon man hearing a sound effect | https://pixabay.com/vectors/sound-listening-man-ear-hearing-159915/ | 12/12/23 |
| Skoog\_SoundLibrary\_CLS | Screenshot of Sound Library in Garage Band |  |  |
| Skoog\_CameraIcon\_CLS | Camera Icon |  |  |
| Skoog\_SkoogIcon\_CLS | Screenshot of Skoog App |  |  |
| Skoog\_Scales\_CLS TITLE: | Screenshot of Note icon to edit Scales and Keys |  |  |
| Skoog\_NotesIcon\_CLS | Screenshot of Note Icon to Edit Notes |  |  |
| Skoog\_GuitarIcon\_CLS | Screenshot of Guitar Icon to Change Instruments |  |  |