# **Skoog: Create a Sound Story Outline**

*Create a high-level outline for the activity which describes the challenge presented to students, applied math (if applicable), headings of “What You Should Know Sections” to include, overview of project steps, and possible Extend Yourself Activities to build out.*

**Technology Name:** Skoog

**Activity Title: Create a soundbook with Skoog**

**Level (1, 2, or 3):** 3rd Grade

#### Math Standards Alignment/Grade Level:

**Activity Idea/Challenge Description:** Students will write or choose a short story to read. Using Garage Band, they will record original sound effects that can be incorporated into their story. They will then use Skoog to play the sound effectsto enhance the story as it is read.

**What You Should Know (High Level Topics):**

* **What is Skoog**
* **Recording in Garage band**
* **Playing Garage Band Instruments in Skoog (connecting)**
* **Creating Sound Effects (what is foley?)**
* **Using sound effects with a story (what is a soundbook/why)**

**Career Connection(s):**

* **Author**
* **Foley Artist**
* **Sound designer**

**Project/Activity Steps (High Level Steps):**

* **Choose/write your story**
* **Decide where you want to put sound effects (where will they be most beneficial?)**
* **Create and record your sound effects**
* **Record your story with sound effects**

**Project Submission Item(s):**

1. If you wrote your story upload a file/picture of it
2. Upload a video of you reading your story with the sound effects included
3. Reflect on the following questions:
   1. Why might an author add sounds to their stories? Who may enjoy a story with sound effects?
   2. How can you use different objects to make sound effects?
   3. How else could you use skoog?

**Extend Yourself Idea(s):**

* Add pictures to your story: you have sound effects and a story, how would adding pictures change it?
* Write/choose another story: can you use the same sound effects with a different story? How can you make new ones?
* Tell a story only using sound effects: instead of using sound effects to enhance the story, could you tell a complete story using only sound effects?