

## 58

## CATEGORY

vocal  
instrumental

## AGE

8+

NUMBER  
OF PARTICIPANTS

12-25

## DURATION

approx. 20 min.

## WORKING METHOD

- individual
- playing in pairs
- group work

MUSICAL ABILITIES  
OF THE TRAINERS

1 2 3 4 5 6

EQUIPMENT  
AND INSTRUMENTS

- music player / app to play the sound effects
- any sound generating device

## COMPETENCES

- creativity
- attention
- perception
- cooperation

# Sound Recognition

*Recognition of different natural and artificial sounds from a music player and through the activities of group members*

## AIM

The purpose of the game is to sensitize and develop young people's hearing and association skills by recognizing and identifying the „melodies“, „rhythms“ and noises of the sound world.

## DESCRIPTION

The participants first listen to various effects with their eyes closed and the task is to recognize them. They can even compete to see who can recognize more sound sources.

The sound effects can be recorded in nature (water, wind, storm, thunder, birdsong, sounds of domestic and wild animals, etc.), sounds of human expressions (heartbeat, wheezing, sneezing, coughing, clapping, pounding, etc.), or even sound effects produced by household appliances, vehicles and machines. The animator can use online platforms to search for effects if it is not possible to make her/his own audio recordings for the exercise.

Another option during the exercise is for the participants to produce sound effects themselves behind a curtain alone or with a partner, and the others have to guess what sound they hear.

