

STRANDS: • INNOVATE AND IDEATE • PROCEDURAL KNOWLEDGE

ELEMENTS

Creating and Exploring;
Participating and Music Making;
Appraising and Responding

THEME

My Graphic Soundscape: Creating a graphic score in response to an aural stimulus

LEARNING OUTCOMES

- 1.6** listen to and transcribe rhythmic phrases of up to four bars and melodic phrases of up to two bars
- 1.11** illustrate the structure of a piece of music through a physical or visual representation
- 2.1** experiment and improvise with making different types of sounds on a sound source and notate a brief piece that incorporates the sounds by devising symbolic representations for these sounds

LEARNING INTENTIONS

We are learning to:

- Respond to an aural stimulus
- Create a graphic score of that aural stimulus
- Include a key with the graphic score to assist in an understanding and performing of the score
- Show the shape of the melodic line in the score
- Indicate in the score some dynamic interest
- Indicate in the score different layers of sound or textures

TEACHING AND LEARNING CONTEXT

In advance of this dictation activity, the students had experimented with instruments and other sound sources to create a soundscape for a short story. The text of the short story and the soundscape created can be found here below.

The text was broken up into 3 paragraphs, and there were 3 groups of students (5/6 students working on each paragraph) creating sounds with live instruments/ found sounds/sound sources that are appropriate to represent and display the different emotions and events of the story.

The soundscape was then recorded on a digital device and saved to a cloud service and a hard drive.

The students had done some class work on graphic scores; sample graphic scores were explored that demonstrated how to represent textures, dynamics and pitch.

TASK

As you listen to the soundscape created by the class, you will now notate this recording in a graphic score format taking into consideration the range of dynamics, pitches and textures in the soundscape.

SUCCESS CRITERIA

- I have produced my own graphic score of the soundscape
- I have created a key for my graphic score which represents the instruments/found sounds used in the performance to produce the sound in my graphic score
- My graphic score clearly shows where the music gets louder and softer (dynamics)
- My graphic score clearly shows layers of sound (texture)
- Where there is a melody/tune, my graphic score shows the shape of the melody and the shape is very clear to the performer (should be the same shape as the melody/tune in the recording)

TIME ALLOWED

2 hours
1 week with 120 minutes class contact time.

AURAL STIMULUS: THE SHORT STORY

Let's Make a Soundscape

PART 1

A man was standing on the side of the road, hitchhiking on a dark and moonless night in the middle of a thunderstorm. Time passed slowly and no cars went by. It was raining so hard he could hardly see his hand in front of his face. Suddenly he saw the headlights of a car approaching over a nearby hill. The car was moving very slowly and appeared ghost-like in the rain. It slowly and silently crept toward him and stopped. Wanting a ride really bad, the guy jumped in the car and closed the door; only then did he realize that there was nobody behind the wheel... AND... no sound of the engine to be heard over the rain

PART 2

The guy saw that the car was coming to a sharp curve in the road. Too scared to jump out, he started to pray for his life. He was sure the ghost car would go off the road and into the river, and he would surely drown! But just before the curve a shadowy figure appeared at the drivers window and a ghostly hand reached in and turned the steering wheel, guiding the car safely around the bend. Then, just as silently, the hand disappeared through the window and the hitchhiker was alone again.

PART 3

Scared to near death, he had all he could take and jumped out of the car and ran to the nearest town. Wet and in shock, he went into a bar and told everybody about his supernatural experience. A silence enveloped the room, and everybody got goose bumps when they realized the guy was telling the truth about the strange car and the ghostly hand that guided it on its way. Just then, two men walked into the bar. They were dripping wet and as they took off their rain gear, they looked around the room. Their eyes came to rest on the hitchhiker. Look! said one of the men; There's the idiot who jumped into our broken-down car when we were pushing it in the rain.

GRAPHIC SCORE: [CLICK HERE TO LISTEN](#)

Legend:

- Voice = —
- Symbols = ○
- Sticks =
- Shakers = ●
- loud shakers = ○
- Drumrole = *
- Bells =
- Drum =
- Piano =
- Violin =
- Xylophone = ●
- Rain =
- Snapper =

①

②

TEACHER ANNOTATIONS

STUDENT A

- There is very good evidence of understanding of the concept of a graphic score
- The key/legend incorporates almost all of the sounds that were in the audio recording
- This score shows where layers of sound should occur in the performance and a very good understanding of the musical element of texture
- This score shows very good evidence of an understanding of the concept of dynamics in music
- The shape of a melody, where it occurs in the recording, is similar to the recording and very clear for the performer.

LEVEL OF ACHIEVEMENT

Best fit on balance judgement =



Above expectations