ACTIVITY

Sound Creativity—Foley Bursts

Invite your students to be foley artists by allowing them to play with everyday items in order to create a sound effect. Below is a list of items that you bring to class that will get you started, but feel free to augment this list with anything that can help produce a sound. Or ask the students to bring in three everyday items that they think will contribute to creating a unique sound.

- Fly swatter
- Hand fan
- Bowl of gravel
- Bowl of potato chips (or five small bags of chips)
- Broom
- Pinecone
- Rubber gloves
- Deck of cards

- Newspaper, tissue paper, or cellophane
- Drumsticks
- Baseball mitt
- Bowl of marbles
- Bowl of pennies
- Jackets hanging about
- Guitar or stringed instrument
- Metal mixing bowl

Working in pairs, students spend 15 minutes creating two specific sounds by combining or manipulating the props above. Then they write a short dramatic moment – just two or three sentences - that will be read out loud by one of the students, with the two added sound effects performed by the second student. Your students can either locate a sound and create an action around it or come up with the action first and look to create the sound.

Examples of moments could include people eating together and spilling something; someone bumping into someone else; opening a window and hearing a mysterious sound; buying a soft drink and paying with change; or striking something hard (treasure?) while digging in dirt or sand.

Examples of sounds effects include creaky doors opening; cash being counted; a campfire; birds flapping their wings; people scuffling; footsteps on ...wood, gravel, pavement, grass, snow; an arrow passing by the ear; chewing loudly; or that 'thunk' sound when you push through a subway turnstile...that doesn't turn!

In the end, students present their short audio scenes. As a result, the opportunity to actually manufacture sound is now a viable option for your students in their digital storytelling. Re-positioning a blazing campfire as the crinkling of cellophane paper is another part of increasing their auditory cognizance.

In terms of Human Skills, this activity targets presentational skills, creativity, problem solving, iterative thinking and collaboration.

