



My Voice

Funky Sound Song

We are learning to¹:

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| [ELG 02] | Follow instructions involving several actions. |
| [ELG 08/P6 - PSHE] | Play co-operatively, taking turns with others. |
| [P3 - Language] | Respond in emerging conventional communication. |
| [P4 - Expressive Arts & Design] | Show awareness of cause and effect in a creative process. |

Preparation:

1. Open the “**My Voice**” activity.
2. Set the “recording duration” (2 to 7 seconds).
3. Select the “microphone sensitivity²” (high, intermediate, low) and encourage learners to modulate their voice accordingly.
4. Select “effects enabled” to add a layer of funky voices during playback.
5. This activity can be played individually or in groups by taking turns with the set of Cosmoids. Choose the number of Cosmoids (1-6).

Demonstrate:

Play the activity, press record on the iPad screen and make a sound like clap or tap foot. Press any Cosmoid to hear the recording in different pitch and voices.

Main activity:

1. Sit in a circle and place the set of Cosmoids (1-6) with the first learner.
2. Play the activity. Facilitator can press the “record” button or learner can do it themselves.
3. Encourage the learner(s) to record a sound using body percussion or another object.
4. When they have recorded a sound, it’s time for everyone to sing a “Name Song” or “Welcome Song” that is sung regularly or make up a new one. e.g - “It’s *Cosmo’s* turn to make a sound, make a sound, make sound. Let’s go Cosmo. Leave a pause at the end for the first learner to play their Cosmoids so everyone can hear what they recorded.
5. Encourage the first learner to pass the Cosmoids to the next learner or simply switch sitting spots.

¹ Incorporated: Statutory framework for the early years foundation stage (Early Learning Goals), Performance - P Scale - attainment targets for pupils with special educational needs and Pre-key stage 1: the 2020/21 academic year onwards

² Use low microphone sensitivity for recording isolated, loud sounds & high microphone sensitivity for recording ambient, soft sounds.

6. Repeat the steps to ensure every learner has had a chance to record a sound and play the Cosmoids.

Variations:

- Read one of your favourite stories with your learner(s). On each page, a learner could think of a sound to record. e.g., it's a roaring lion or a creaking door. This is a really fun way to encourage learners to use their imaginations.
- Prepare a presentation or chart with images of animals. Learners can take turns to record and play the animal sounds for each one.
- Show pictures of people exhibiting different feelings and encourage learners to record sounds that represent each feeling.
- Learners could simply record their names and play them during circle time.

Additional tips:

- For a small group of 7 learners, let the first learner record and the other 6 learners could play the Cosmoids to hear the sounds. Pass the Cosmoid to the left and take turns recording and playing the sounds.

Resources:

Flash cards, images or a chart with animals or feelings, story books.

Key Words:

Names of learners, types of animals, feelings and emotions, circle time, cause and effect, auditory discrimination, verbal communication, visuomotor control, vocalisation, musical self-expression

