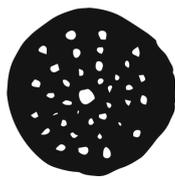




# ACTIVITY CARDS FOR KEEN EARS

SARA SINTONEN  
& EMILIA ERFVING



ACTIVITY CARDS FOR KEEN EARS, web publication

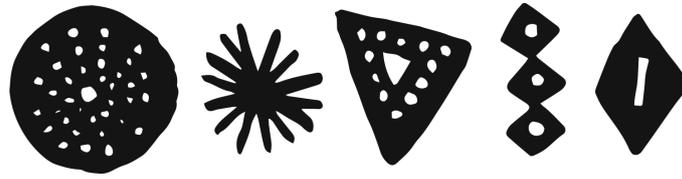
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*Illustration and layout:* Emilia Erfving

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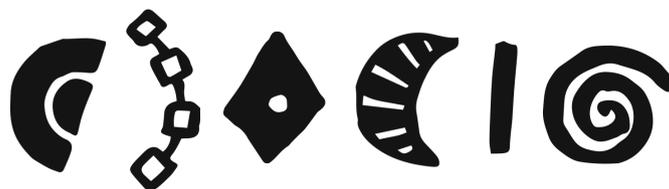
Activity Cards for Keen Ears is a pedagogical material focusing on sounds. It is designed for the first few years of primary education. The material is published digitally, and it can be used and distributed freely for non-commercial purposes.

The pedagogical goal of the activity cards is to spark interest, curiosity and sensitivity towards sounds and audiovisuality. The tasks encourage in a playful way to observe, think, imagine, see, and above all to listen. Activity Cards for Keen Ears can be used in teaching various subjects, and they contribute to the development of multiliteracies.

The activity cards can be printed, saved, projected on a screen, or worked on a mobile device in a way that best suits the situation and goals. They can also be applied in many different ways by combining and supplementing them, or by coming up with new ones yourself.

The authors, Sara Sintonen and Emilia Erfving, are pedagogues who are interested in digital culture and multimodal literacies. Sara Sintonen works as a university lecturer at the Department of Teacher Education at University of Helsinki, and Emilia Erfving works as a freelance artist, focusing mainly of photography and illustration.

Activity Cards for Keen Ears is available for download at [www.keenears.net](http://www.keenears.net). The publication can be distributed and used freely for non-commercial educational purposes. Use of the materials for commercial purposes must be agreed separately with the authors. Workshops and training based on the materials can be scheduled with the authors.

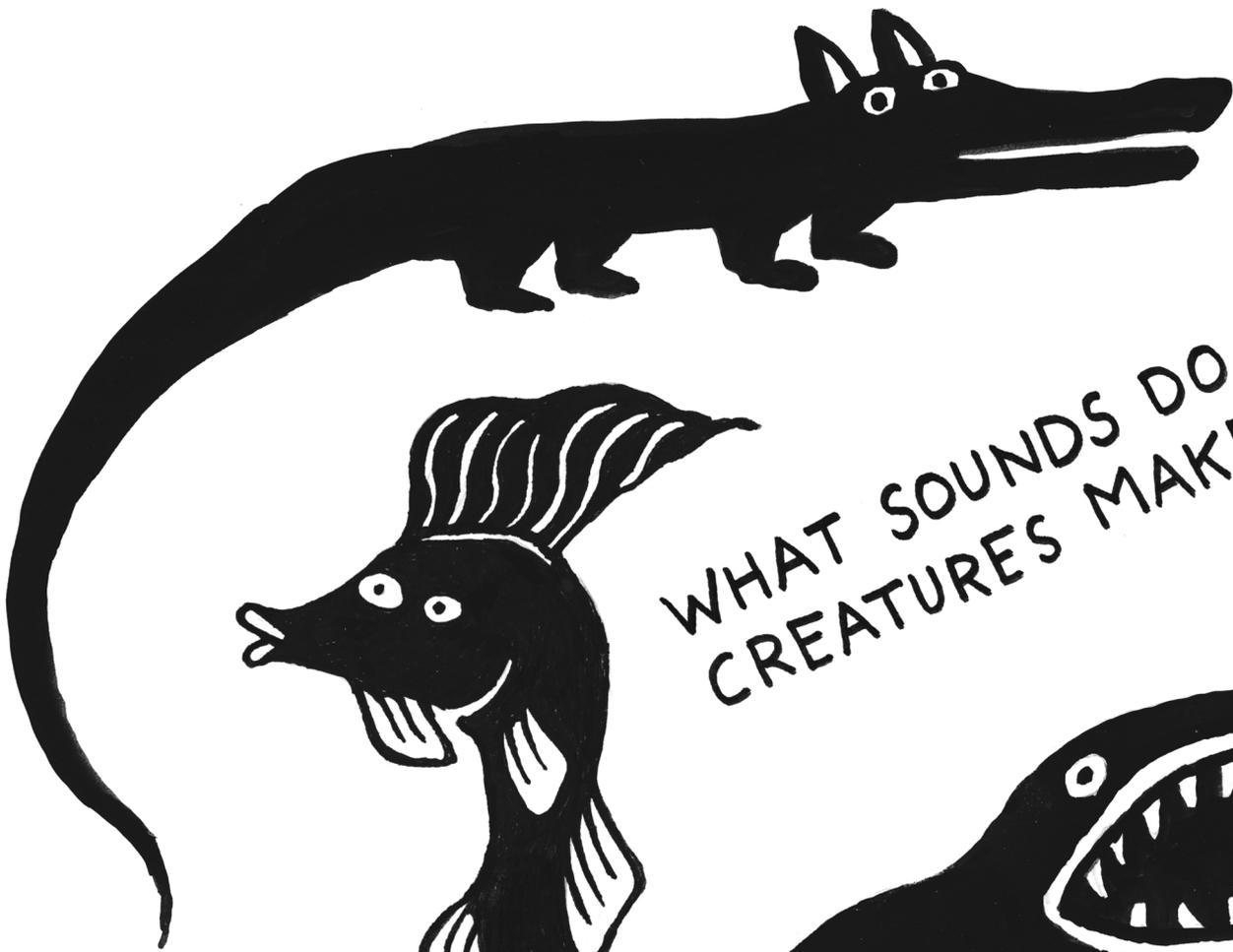




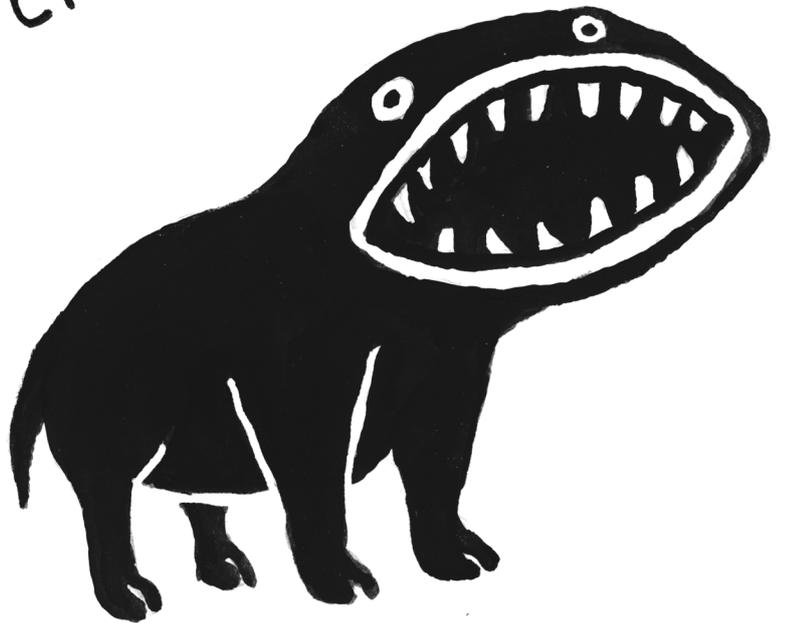
PLACE YOUR EAR ON THE CARD.  
TELL WHAT YOU CAN HEAR.

MAKE THIS PAGE INTO AN EAR TRUMPET  
THAT LETS YOU HEAR MORE CAREFULLY.





WHAT SOUNDS DO THESE  
CREATURES MAKE?



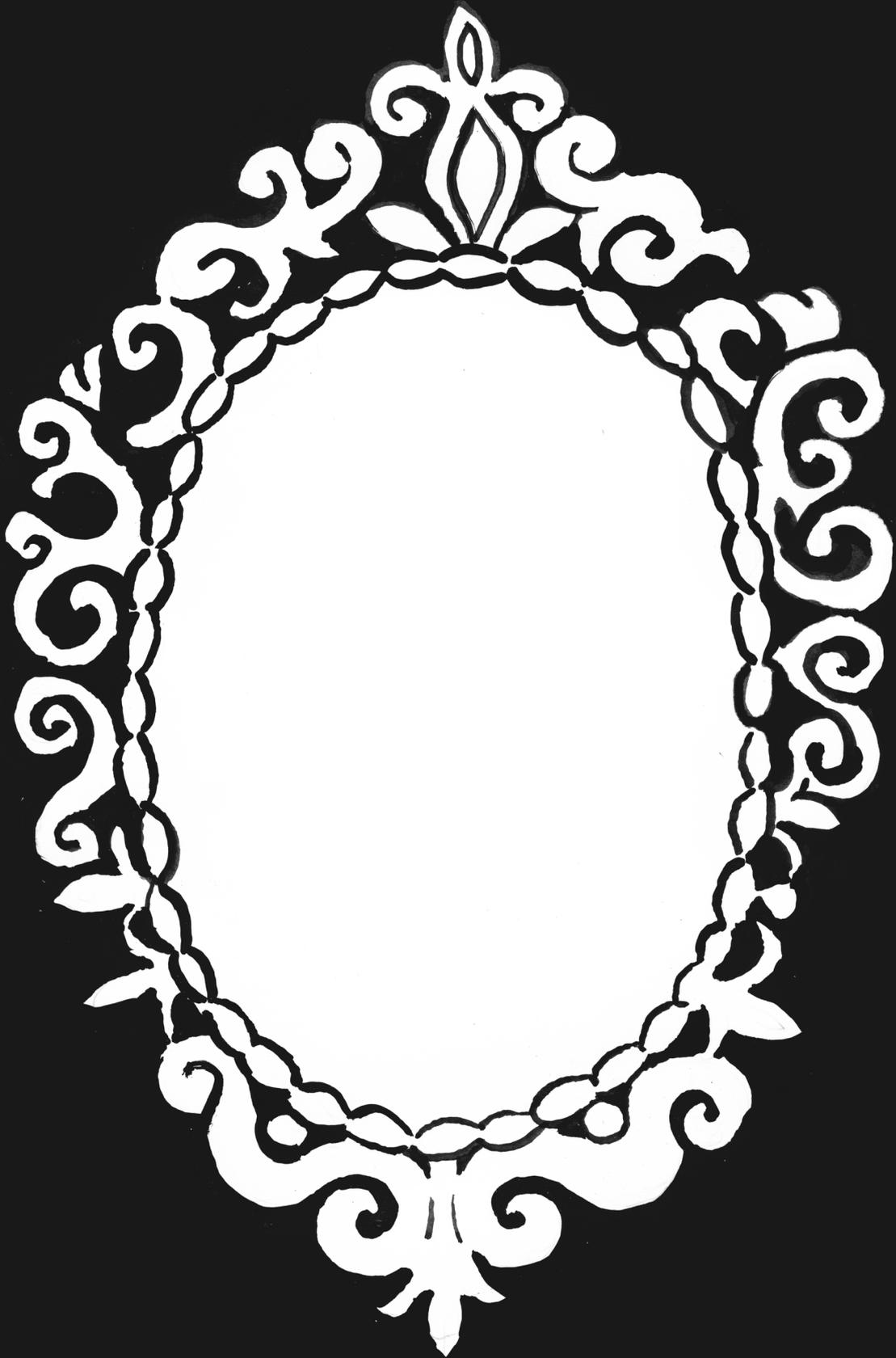
DRAW THE THINGS THAT  
MAKE THESE SOUNDS.

**BOOOOO**

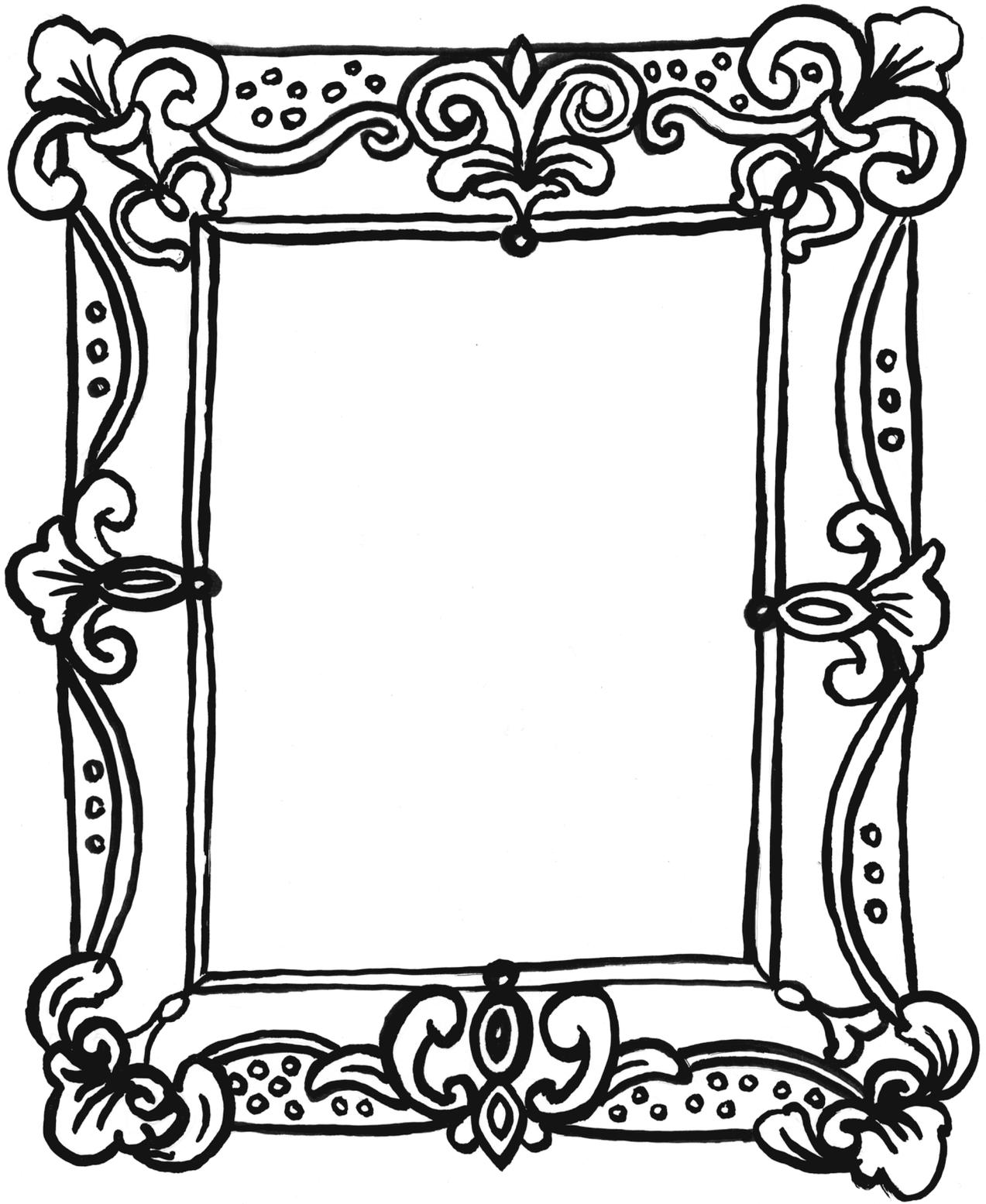
**SCREECH!**

**WROOOM**

**QUACK**



DRAW A PICTURE OF A PERSON  
WHOSE VOICE YOU LIKE.



DRAW A PICTURE OF A THING  
THAT MAKES AN ANNOYING SOUND.



**DRAW YOUR OWN CHAIN OF SOUNDS AND  
HAVE YOUR FRIEND MAKE THE SOUNDS ALOUD.**



**INVENT AND DRAW A MACHINE  
THAT MAKES A POPPING SOUND.**

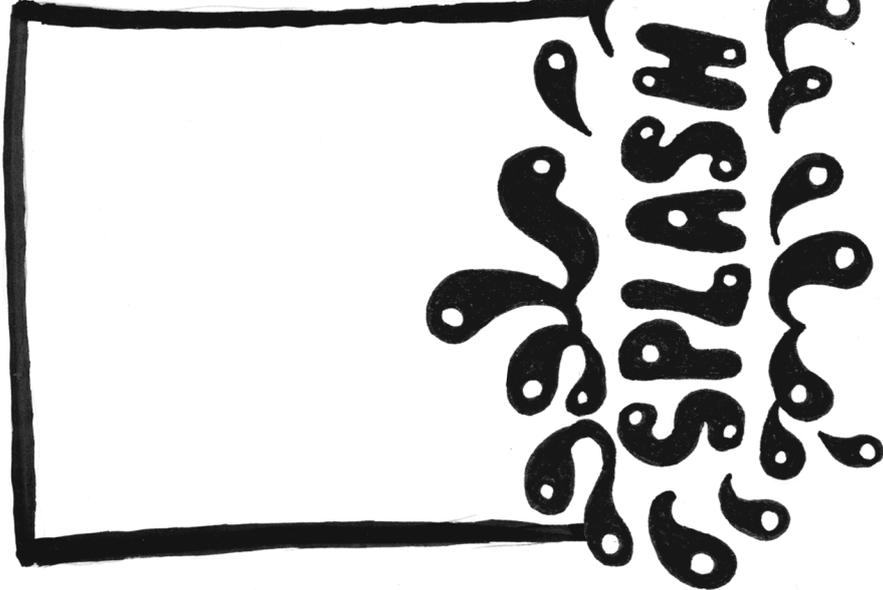
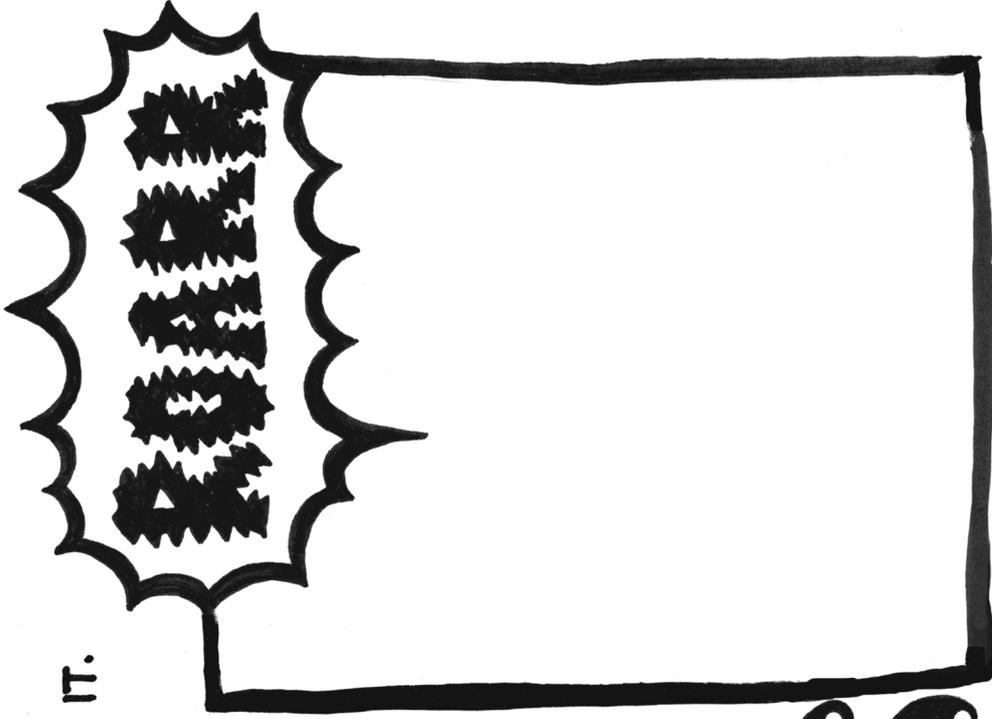


**INVENT AND DRAW A MACHINE  
THAT MAKES A SQUEALING SOUND.**

WHAT SOUNDS CAN YOU HEAR IN THIS PICTURE?



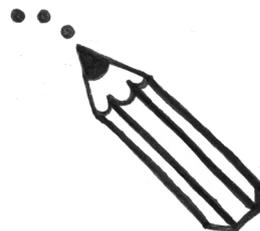
FILL IN THE COMIC BY DRAWING WHAT HAPPENS IN IT.





CONNECT THE SOUNDS TO THE THINGS THAT MAKE THEM.

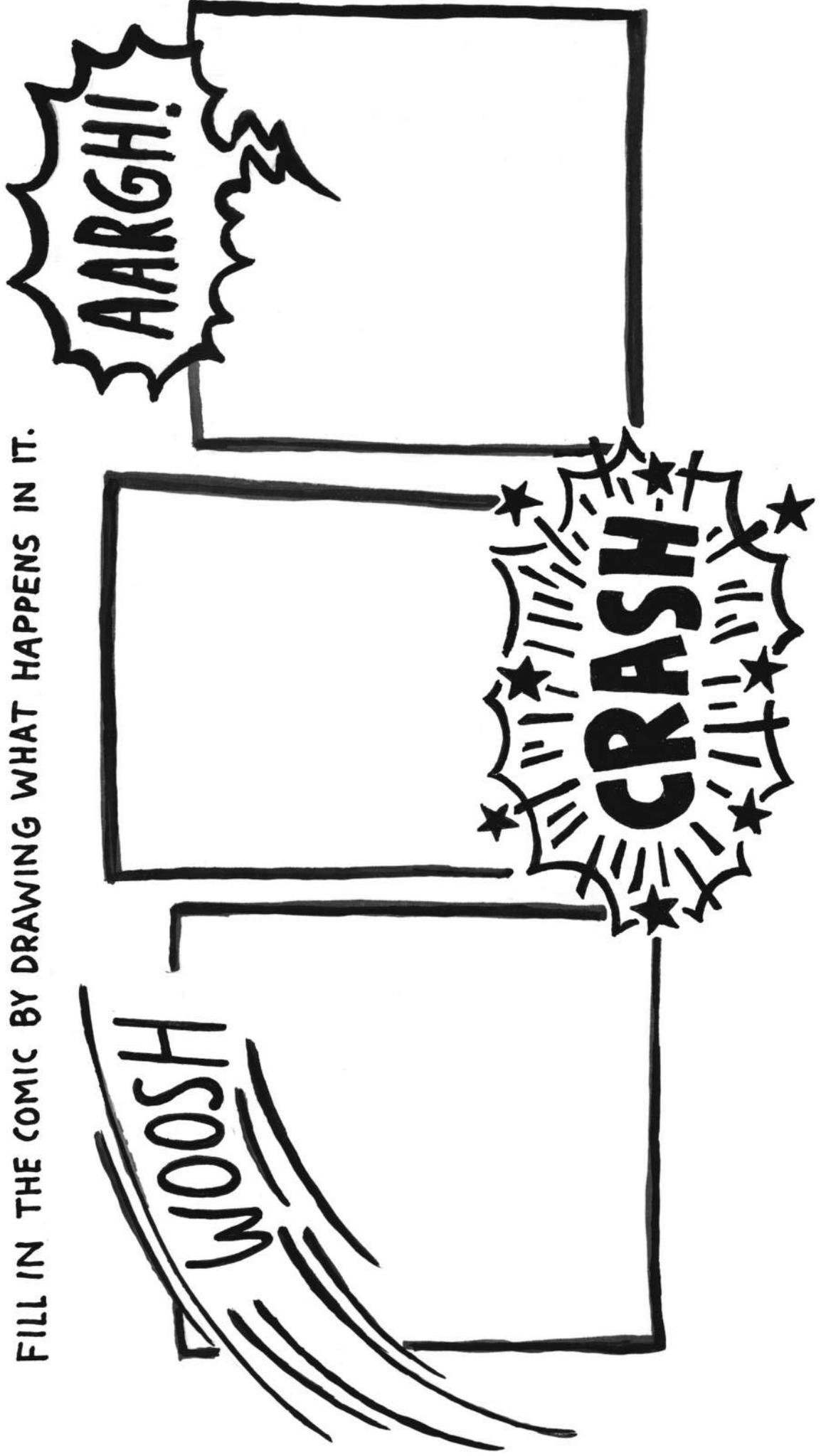
CLOSE YOUR EYES AND DRAW WHAT YOU  
CAN HEAR. TRY IT IN DIFFERENT SPOTS.



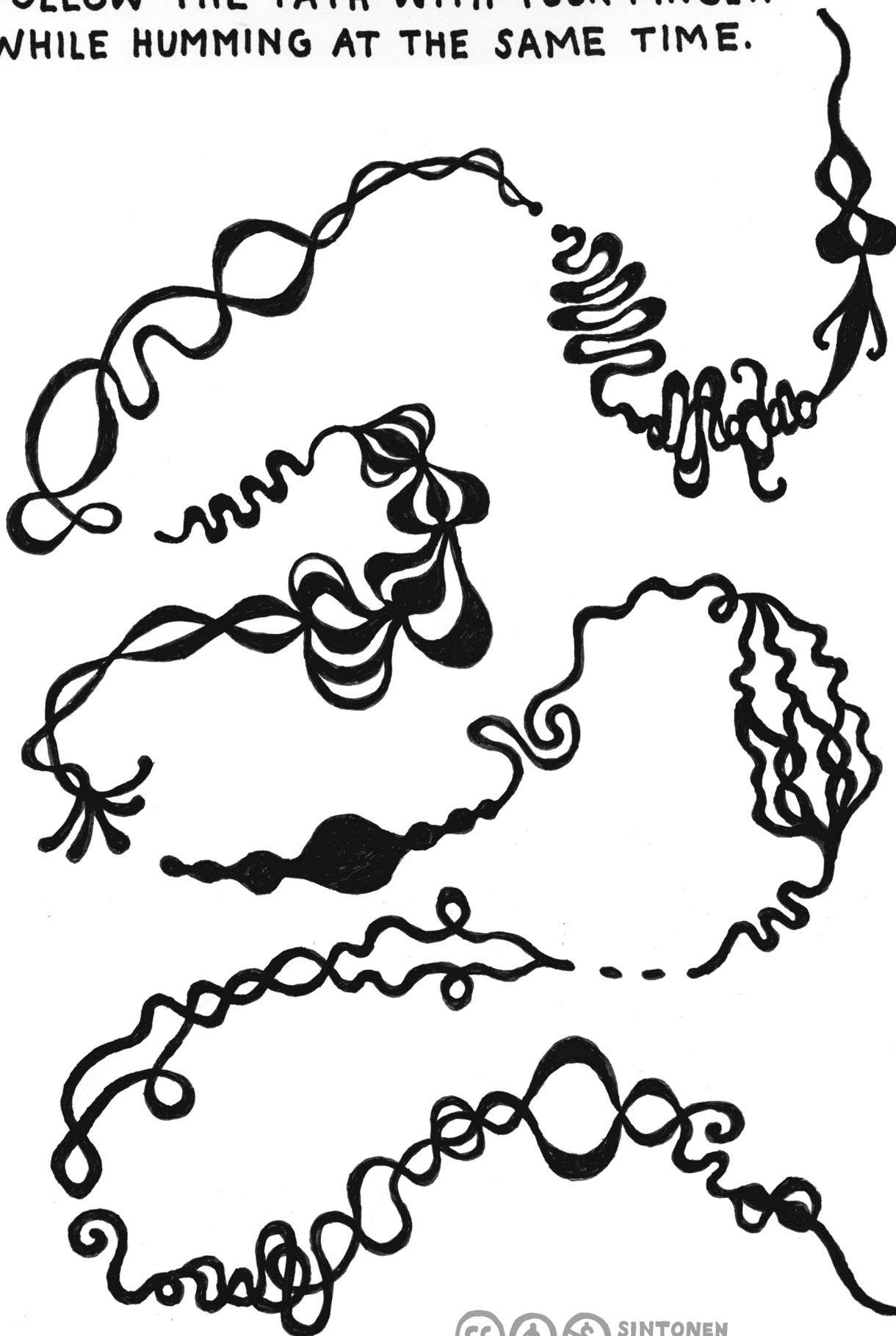
WHAT SOUNDS CAN YOU HEAR IN THIS PICTURE?



FILL IN THE COMIC BY DRAWING WHAT HAPPENS IN IT.



FOLLOW THE PATH WITH YOUR FINGER  
WHILE HUMMING AT THE SAME TIME.



DRAW YOUR OWN PATH FOR HUMMING  
ALONG, AND ASK YOUR FRIEND TO HUM IT.

WRITE DOWN SOUNDS THAT YOU LIKE  
AND WHAT MAKES THEM.

SOURCE OF  
SOUND

SOUND

WRITE DOWN SOUNDS THAT ANNOY YOU  
AND WHAT MAKES THEM.

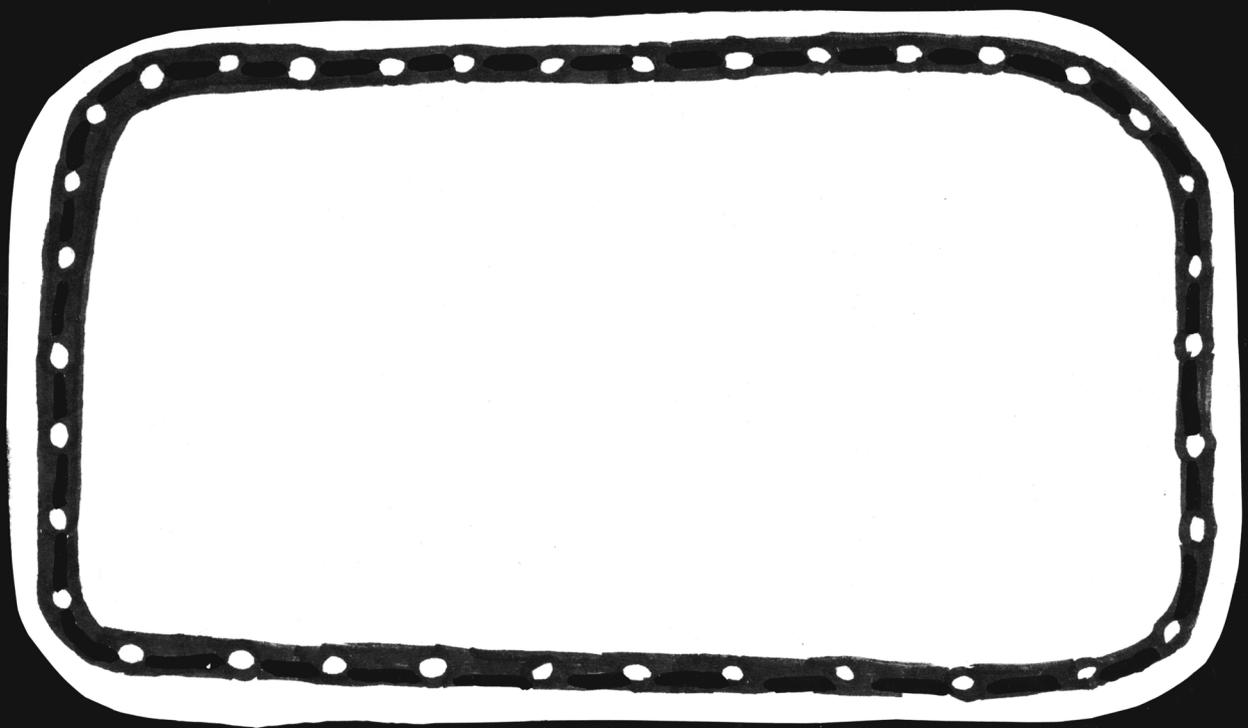
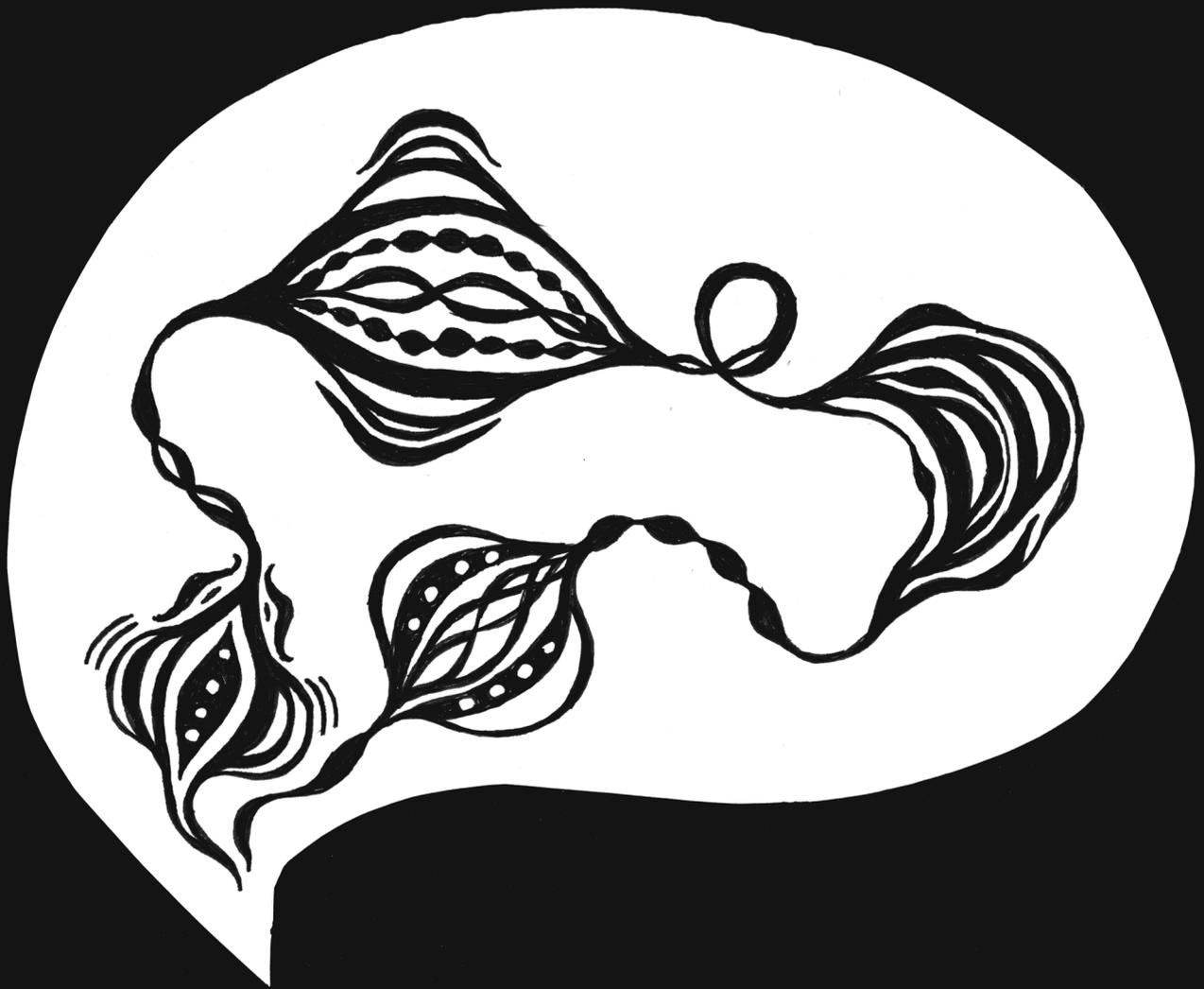
SOURCE OF  
SOUND

SOUND

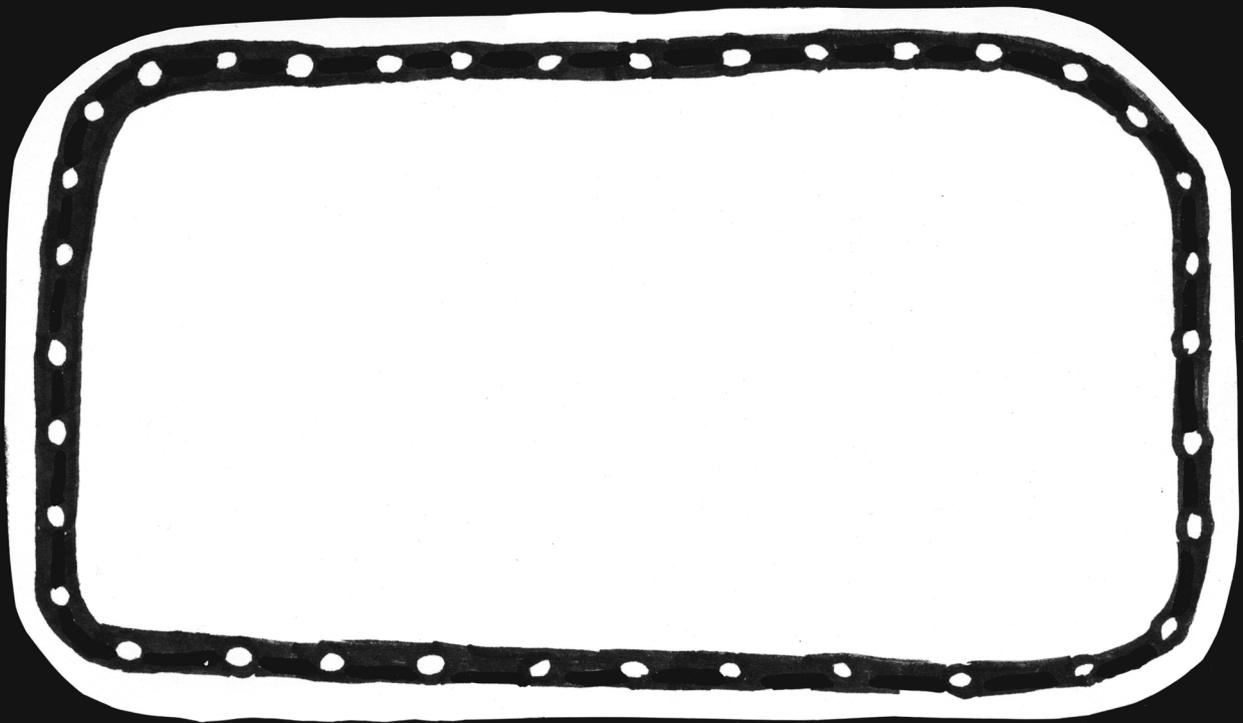
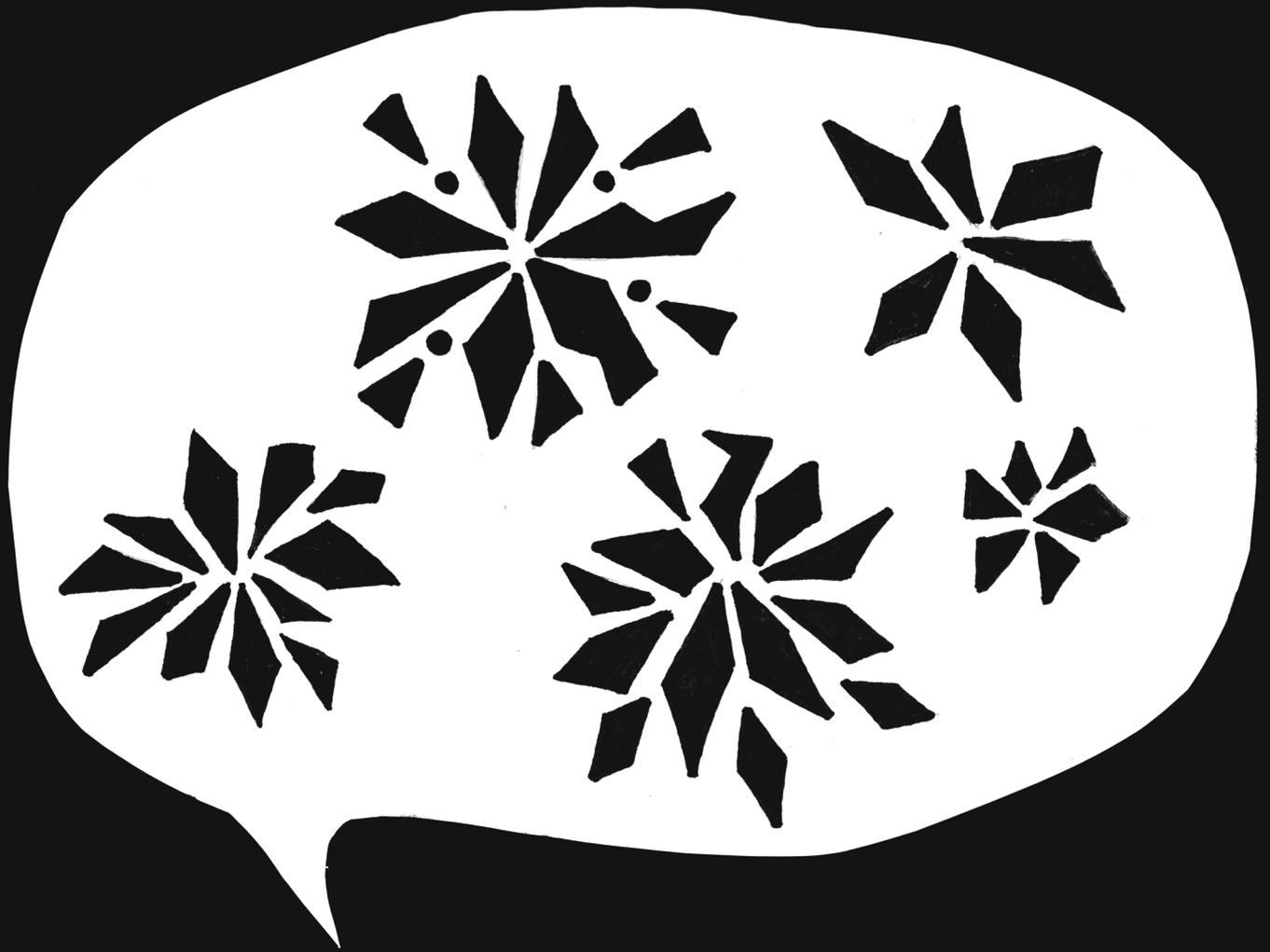
FOLLOW THE PATH  
OF SOUND EFFECTS.



**MAKE YOUR OWN SOUND EFFECT PATH.**



DRAW WHAT MAKES THIS KIND OF SOUND.



DRAW WHAT MAKES THIS KIND OF SOUND.

DRAW OR WRITE DOWN WHAT  
AN ANT'S WALKING SOUNDS LIKE...

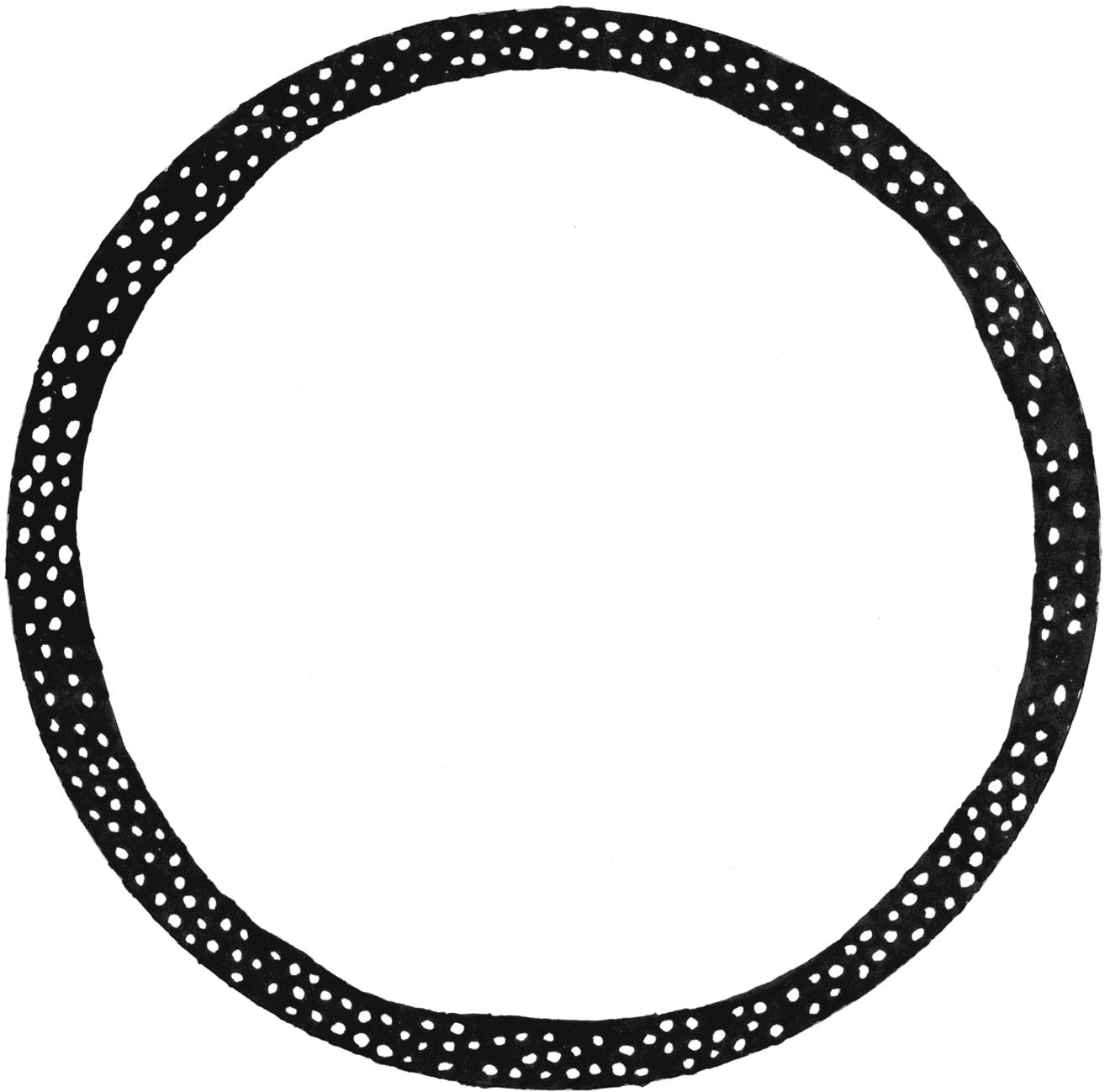


ON SAND

ON ICE



ON TOP OF A CLOUD



**DRAW HOW EXCITEMENT SOUNDS LIKE.**



TRY TO SEE WHAT THE SILENCE LOOKS LIKE.

ROLL THIS CARD INTO A HORN

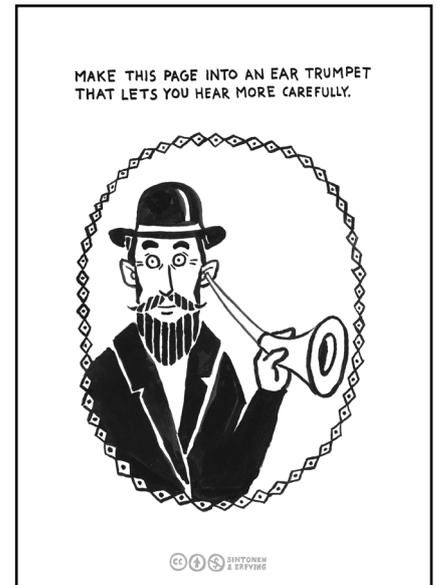
AND TOOT A MERRY MELODY!





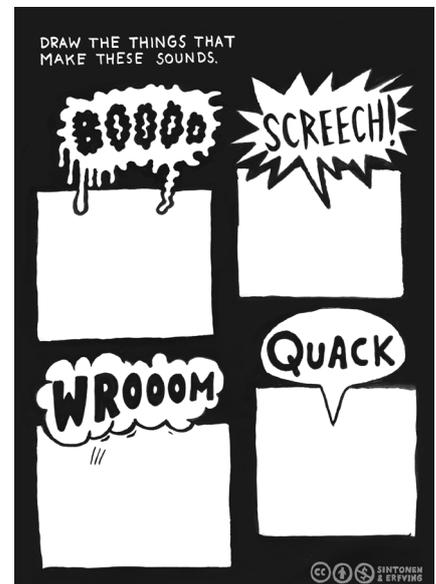
**Card 1.** Talk in a group about hearing and listening. What do 'keen ears' mean? Try listening through different items, such as a seashell or a funnel. What interesting things can you hear?

**Card 2.** An ear trumpet is for hearing better. Talk about what having bad hearing can cause, or what the world might seem like to a deaf person. Think about why an ear trumpet helps you hear better.



**Card 3.** The creatures in the picture are imaginary creatures that make imaginary sounds. Can you make noises even if your mouth isn't big? Think about what things make voices different.

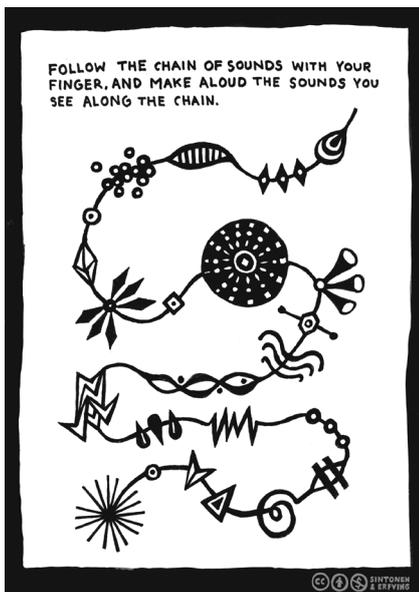
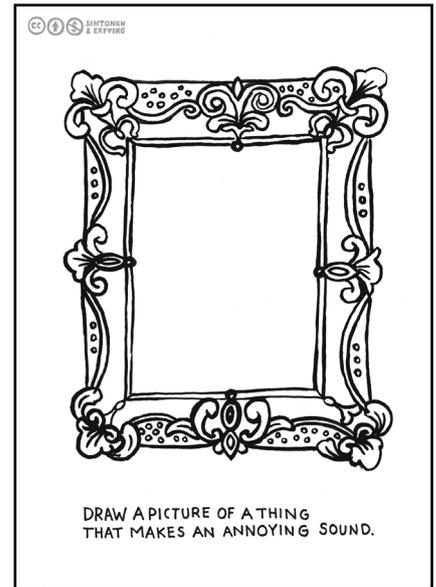
**Card 4.** It's sometimes hard to draw sounds into comics. Is 'quack' the sound of a duck? Think about what else it could be.





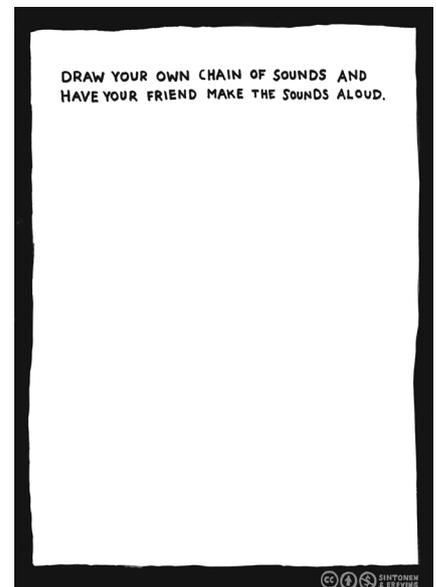
**Card 5.** We usually make sounds by talking or singing. Each of us can be recognized by our own voice. Why do some people have a very pleasant voice? What kind of voice does such a person have?

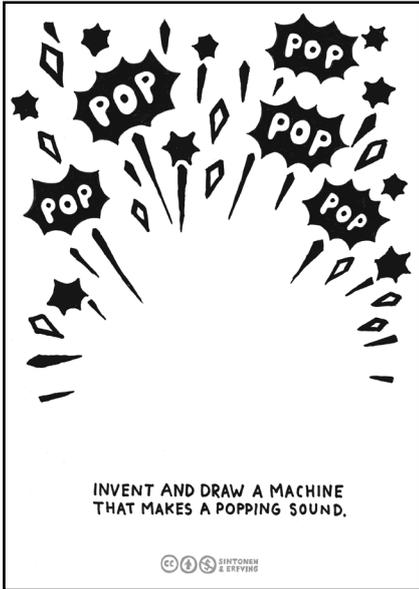
**Card 6.** Some sounds are annoying because they are distracting, scary, or sound just horrible! What sound annoys you especially? What makes that sound? What can you do to make it stop?



**Card 7.** The sound chain is an exciting journey into the world of sounds. If you listen very closely, you can hear a story. Remember to breathe every once in a while!

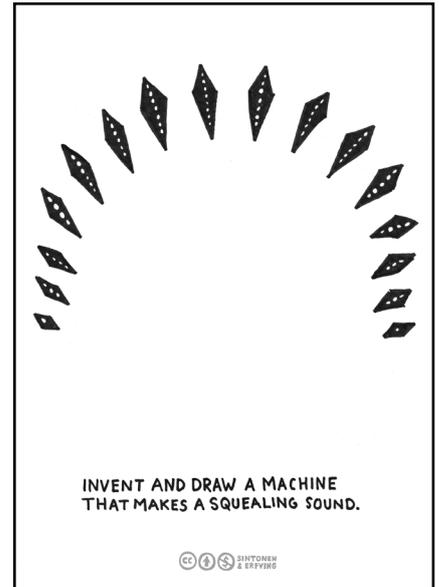
**Card 8.** When you try your own sound chain with your friends, you can see how it changes!





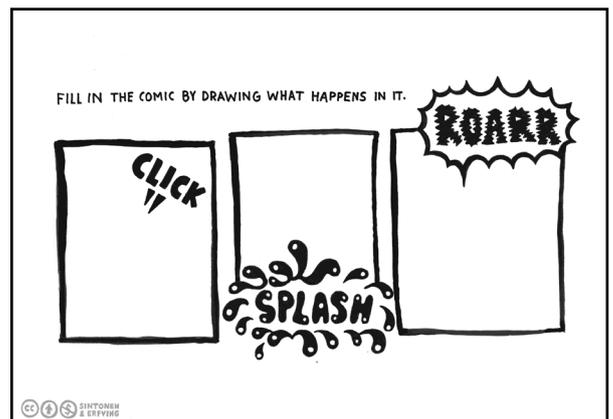
**Card 9.** Talk about what kinds of popping sounds there can be and what makes them. Invent a machine that makes this sound!

**Card 10.** Talk about what kinds of squealing sounds there can be and what makes them. Invent a machine that makes this sound!

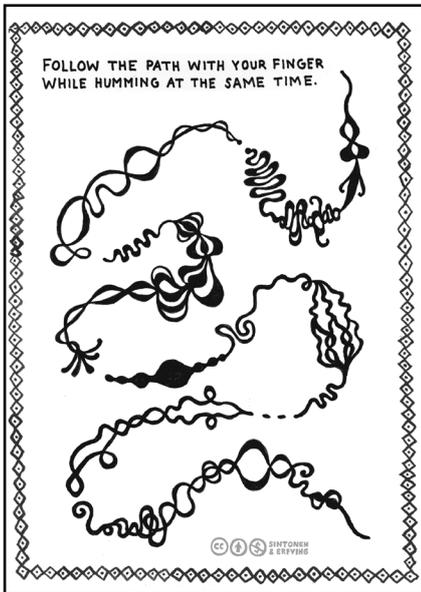


**Card 11.** All kinds of things are happening in the picture. Do fish talk and do whales sing? Discuss about if you can hear things underwater. You can also fill a large container and try making sounds above the surface of the water and below it. How do the sounds change?

**Card 12.** Sound effects in a comic can tell many stories. Think together what might happen here.

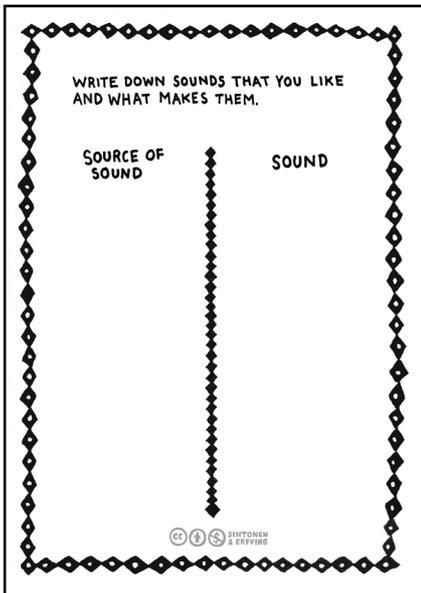
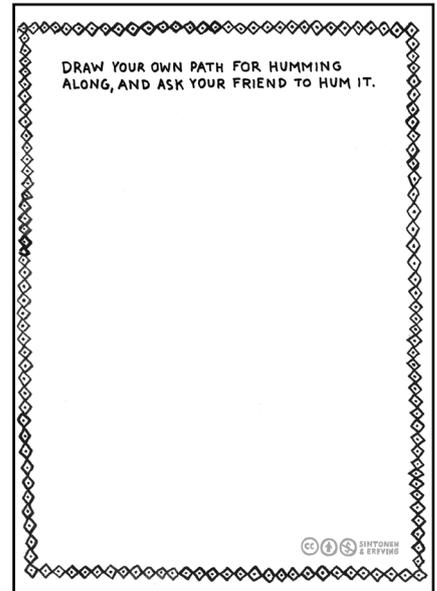






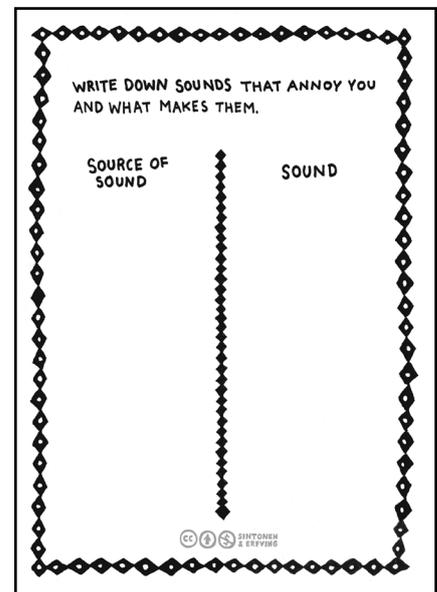
**Card 17.** The humming path is an exciting journey into the world of sounds. If you listen very closely, you can hear a story. Remember to breathe every once in a while!

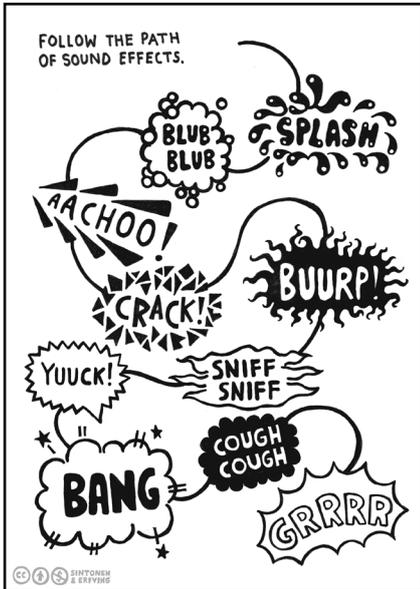
**Card 18.** When you draw your own humming path and try it out with a friend, you can also hum your own at the same time. You can also record your sounds.



**Card 19.** The world is full of pleasant, wonderful, funny, and interesting sounds. Make a list together.

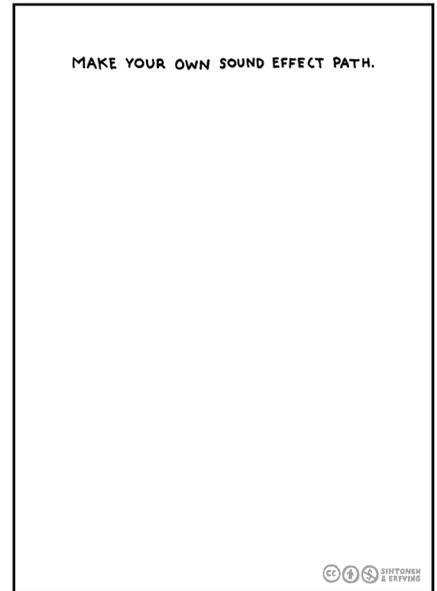
**Card 20.** Some sounds are annoying because they are distracting, scary or sound just horrible! Make a list together, and think about why different people are annoyed by different sounds.





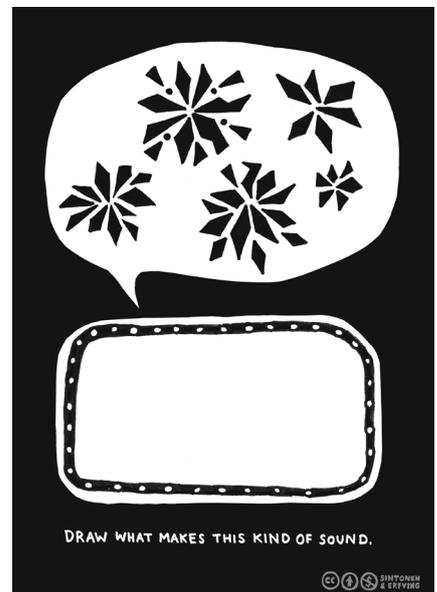
**Card 21.** Making sound effects is really fun. They make a story more exciting and reveal some things better than words can. Try also recording different sound effects.

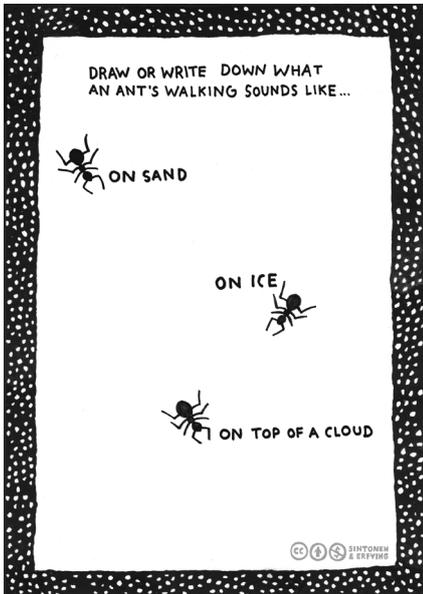
**Card 22.** Sound effects and the path can also be made by using a poem or other text to guide you.



**Card 23.** There is no one correct answer. Compare your drawings in a group and talk about what you can observe.

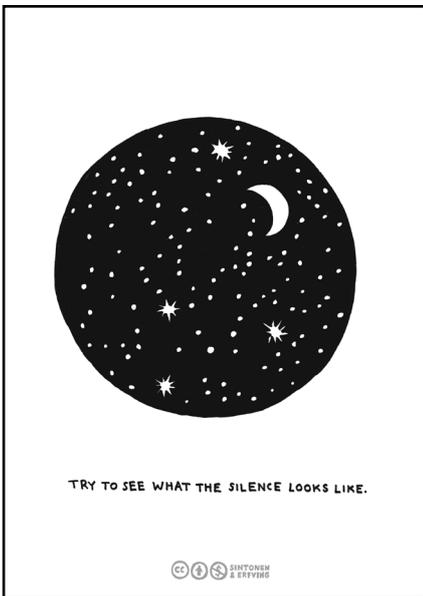
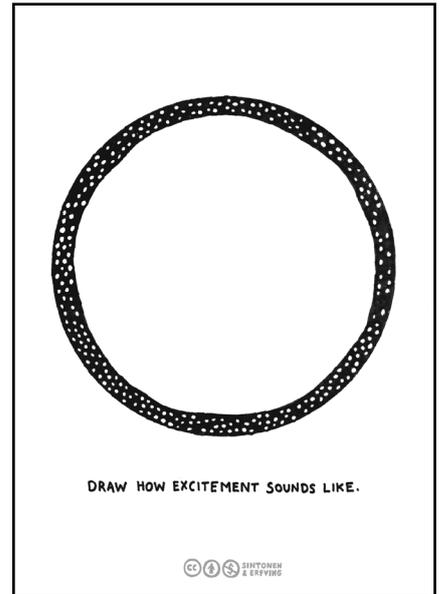
**Card 24.** There is no one correct answer. Compare your drawings in a group and talk about what you can observe.





**Card 25.** If you listen very closely, you can hear amazing sounds. Or at least you can always imagine them!

**Card 26.** In this you can replace excitement with any other emotion. First, talk together about what being excited sounds like. Then, try to describe it by drawing it.



**Card 27.** Talk about what you can hear when it's silent. Think about how you can make things quieter and why silence is needed. For example, think about places where you need to be quiet – why is this so?

**Card 28.** Talk about what happy sounds are like. What kinds of happy sounds are related to the patterns on the card?

