



# CREATE 2

WORLD  
BOOK  
DAY



## ACTIVITY SUMMARY: Book journeys

Create a soundscape and self-guided walk to evoke atmosphere or map a story using locations in your school or immediate community. Record and upload mixture of spoken text and sound effects onto iPods or similar devices so the walkers/audience can listen to as they follow the route on a map, via signs and/ or with a guide. A group can walk together while experiencing the soundscape separately, silent disco style. The location can be as adventurous as your circumstances and the support available allow.

### INGREDIENTS:

Resources to create sound which might include: percussion instruments, recycled materials, found objects, copyright-free sound files – and voices.

Sound recording equipment as resources permit.

Devices to play sound files through headphones (iPods or similar).

### METHOD:

1. Choose an environment in or near the school that pupils would like to explore: you can use the school building itself (especially if you can get permission to include usually inaccessible/forbidden areas), the grounds or an evocative location in your neighbourhood such as a park, canal or shopping centre.
2. Choose a short story, sequence of poems or chapter of a favourite novel that offers distinctive settings or shifts in mood or atmosphere and fits the location: for example, a local churchyard for an extract from *The Graveyard Book* by Neil Gaiman or a wood for an extract from *The Hunger Games* by Suzanne Collins.
3. Time how long the whole text takes to read. 15 to 20 minutes is a good length. If it's much longer, work out how you will edit it.

### TIME:

4 x 50-minute lessons/  
after-school club  
sessions/book group  
meetings:

Session 1 to brainstorm  
points 1 and 2  
Session 2 to complete  
3-6

Sessions 3 & 4 to record  
sound effects and  
finish the composition.  
Share the recording  
with the whole school  
community in small  
groups as time and  
technology permits.

4. Map out the route of the chosen walk (do a risk assessment) and time how long it takes. A few minutes longer than the text is fine.
5. Discuss as a class/group which scenes and settings in the text would benefit from sound effects.
6. Ask small groups, pairs or individuals to create sound effects for points in the text using voices, instruments, sound files etc
7. Compose and record your soundscape using student readers and sound effects.
8. Discuss how you are going to guide the audience through the route: for example record instructions as part of the soundscape, or provide a printed map with written instructions. When you're ready to set off on the walk, each group needs a health & safety steward who is not wearing headphones.

**CURRICULUM AREAS:** English, ICT, Music, Drama

### MORE SUGGESTED TITLES

- *Faery Tales* by Carol Ann Duffy (FABER)
- *Grimm Tales* by Philip Pullman (PENGUIN)
- *Kit's Wilderness* by David Almond (HODDER)

Free/royalty free sound effects at [partnersinrhyme.com](http://partnersinrhyme.com)

Based on activities and ideas created by the Centre for Literacy in Primary Education