

Sonic Environment Listening Assignment

Your task in this assignment is to construct either a **map** or a **timeline**.

Your map or timeline will be the results of finding out, and should clearly show:

1. What sounds happen at and around a particular location.
2. When these sounds happen.
3. How long these sounds go for.
4. How loud these sounds are.
5. What direction these sounds come from (relative to your listening position).
6. A description of these sounds.

You will need to:

- Decide on a location to observe sounds. Obvious examples of locations might be a shopping centre, an airport, a forest, a beach, a lake, a playground, a sports event, or a carnival, but try to be imaginative and original when choosing a location.
- Have a stopwatch, to record when sounds happen and how long they go for.
- Have a notepad and pencil, to record your observations.
- Spend 10 minutes observing at your location.

Suggestions:

- Use colours and symbols on your map or timeline, to make it easier to read and quicker to do (for examples, use red to indicate a loud sound, and blue to indicate a quiet sound; use a long dash to indicate a long sound, and a short dash to indicate a short sound). Make sure you include a "key" (a "legend") to show what the symbols and colours mean.
- It's your choice whether you present your work as a map or a timeline (or both). Either way you'll need to include writing to describe the sounds. Which one you choose will depend on what you can do better, and its suitability for the location (a map is better for indicating directions, while a timeline is better for indicating durations).

Date due:

- TBA