

LISTEN TO THE HERITAGE



Module II



Course
Photo-video
concept



Topic 2
Sound and
Script



Lesson 3

Activity

- **Short Description:** In this activity, students will have to walk around the city, observe and analyze the heritage and learn to listen to environmental sounds to select which ones should be recorded and how. In this way you will learn to listen, decide what to record and how to do it using the recommended applications.
- **Methodology:** Inductive learning.
- **Duration:** 2 hours
- **Difficulty (high - medium - low):** Low
- **Individual / Team:** Individual, but discussion in group
- **Classroom / House:** In the street, but discussion in the classroom
- **What do we need to do this activity?**
 - **Hardware:** Computer, Mobile Phone and Microphone
 - **Software:**
 1. **Voice Record Pro** (<https://play.google.com/store/apps/details?id=ca.bejbej.voicerecordpro&hl=es>)
 2. **Quick Voice** (<https://apps.apple.com/es/app/quickvoice-recorder/id284675296>)
 3. **Audacity** (<https://www.audacityteam.org/>)
 - **Other resources:** Paper and pen



Description

- **Text description:** If we finally decide that the recording of the speech of our script will be outdoors, we must identify the ambient sounds, incorporate them into the audiovisual project and minimize the noises that may affect our recording.

Instructions

1. Choose a heritage item and evaluate its location.
2. Visit the area and analyze the ambient sound.
3. Define the recording criteria and use the mobile to record outdoors.

Expected outcomes

- Learn about recording techniques and include the latest applications that allow us to improve our project.\
- Learn to listen and use those sounds to convey a message

This activity can be used in other (module, course, topic, lesson):

- **Module II, Course Vídeo, Topic Camera Flow, Lesson 3**

DIGICOMP (Competences developed): *Interacting through digital technologies; Solving technical problems.*

ENTRECOMP (Competences developed): *Self- awareness and self- efficacy; Planning and management; Learning through experience.*

Example:

<https://www.youtube.com/watch?v=zs5KWw8GgCo>

Ambient sound in an urban park

