A7: Add the Sound Effects

Lesson Objective: Children will be able to listen to the story and add appropriate sound responses.

Materials

For this activity you will need a children's storybook with opportunities for adding sound effects, such as animal characters.

Here are a few books that work well for this activity:

- Brown Bear, Brown Bear by Eric Carle
- Farmyard Beat by Lindsay Craig
- My Very First Book of Animal Sounds by Eric Carle

 Mr. Brown Can Moo, Can You? by Dr. Seuss

Activity

Video: How to play Add the Sound Effects

Simply read the storybook, and have your child add sound effects wherever appropriate. For example, if there is a cat in the book, she can say "Meow" whenever the cat is mentioned.

Adult: "I know some good games we could play,' said the cat." What

sound does a cat make?

Child: Meow!

Adult: That's right. Make that sound whenever I say cat.

"I know some new tricks,' said the Cat in the Hat." Child:

Meow!

You don't have to limit yourself to animal sounds. For example, if there is a knock at the door, have the child make a knocking sound, and so on. Start simple, with just one sound effect, then add another each time you read the book.

A7: Add the Sound Effects (continued)

The adult can reverse this activity by making the animal sound when mentioned in the story and have the child identify the animal. This can be fun if the adult varies the animal sound by volume, tone, and vocal variety (fast, slow, soft, loud, high, and low).

Preschool-aged children often have favorite books that they want read to them over and over. This activity takes advantage of that desire for repetition and adds another listening dimension.

Small Groups (2-5 children)

Adaptation: Read the main activity, watch the video, and follow the instructions above, with the following changes:

Read a book with multiple opportunities for sound effects. The children can respond as a group, or you can assign a different sound effect to each child. For example, one child is responsible for cat noises, another child is responsible for sheep noises, etc.