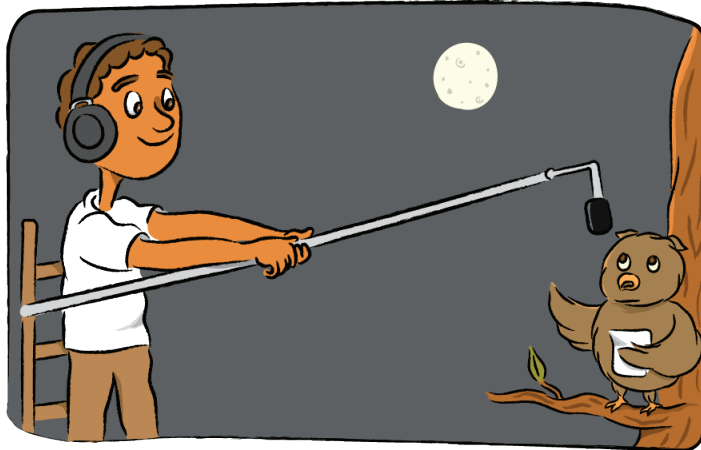




Imagine you're a movie director shooting a creepy nighttime scene in a forest. It's spooky, but you want to make it even spookier. You contemplate what to do. Then it hits you: Add the sound of an eerie owl hooting! You look around but there are no owls nearby. What to do?

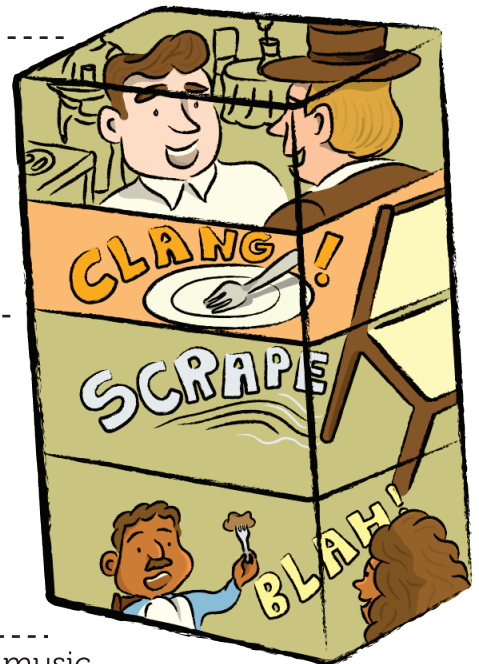


Sound designers work to layer all the sounds you hear during a scene. For example, two characters may be talking in a crowded restaurant with lots of background noise: other diners' conversations, forks clanging against dishes, chairs scraping, and so on. They also have to balance all these sounds with the music.

Ever since it became possible to play sound in movies, filmmakers have been adding in all kinds of sound effects to help tell the story. If you need an owl's hoot, all you have to do is record it anytime, then place it in the movie at the right moment. Even easier, you can get it from sound libraries where all kinds of sound effects are available, from a door slamming to an audience clapping to a phone ringing.



Put on your favorite movie and watch five minutes of your favorite part. Write down ALL the sounds you hear. Listen carefully: some sounds are sneaking in the background to set the mood!



Now watch the whole film, paying close attention to just the music. You've probably noticed any singing, but what about just the score, or the orchestra music? Write about how the score sets the tone or mood of the scene and any observations you have, such as whether the music tempo is fast or slow, if it's loud or soft, etc.

* Write on the back of this worksheet.