

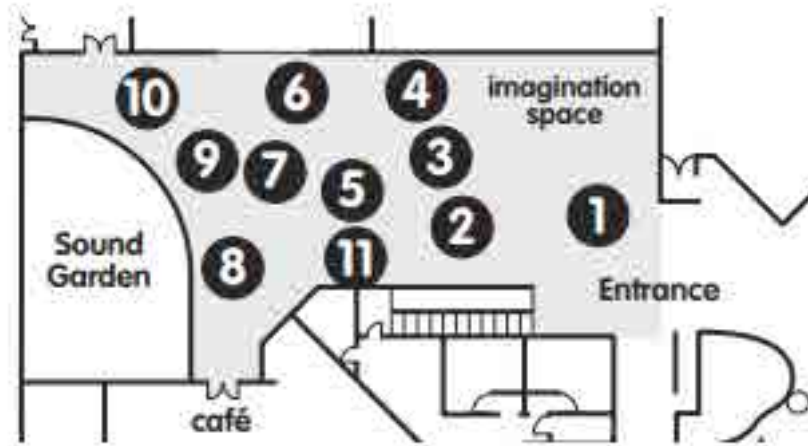


SoundSpace

Gallery Guide

What is the SoundSpace gallery?

Our SoundSpace gallery is a magical, futuristic environment which encourages children to discover the science of sound and music. The gallery is introduced by Orby, an inquisitive alien with special powers from the Planet Zid. SoundSpace provides a questioning environment where children experiment; create their own compositions and take part in interactive performances.



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General EYFS Links

We've highlighted the specific Early Learning Goals from the Early Years Foundation Stage linked to SoundSpace below:

Personal, Social and Emotional Development: Making Relationships

Children play co-operatively taking turns with others. They take account of one another's ideas about how to organise an activity.

Personal, Social and Emotional Development: Self-Confidence and self-awareness

Children are confident to try new activities, and say why they like some activities more than others. They are confident to speak in a familiar group, will talk about their ideas, and will choose the resources they need for their chosen activities. They say when they do and don't need help.

Communication and Language: Understanding

Children follow instructions involving several ideas or actions. They answer 'how' and 'why' questions about their experiences and in response to stories or events.

Mathematics: Shape, Space and Measure

Children use everyday language to talk about size, weight, capacity, position, distance, time and money to compare quantities and objects to solve problems.

Expressive Arts and Design: Being Imaginative

They represent their own ideas, thoughts and feelings through design and technology, art, music, dance, role play and stories.

Key Curriculum Links

We've highlighted the specific links from the Key Stage 1 & 2 curriculum to SoundSpace below

Music

Key Stage 1

Pupils should be taught to:

- Play tuned and un-tuned instruments musically
- Experiment with, create, select and combine sounds using the inter-related dimensions of music.

Key Stage 2

Pupils should be taught to:

- Improvise and compose music for a range of purposes using the inter-related dimensions of music.

Science

Key Stage 2

Pupils should be taught to:

- Identify how sounds are made, associating some of them with something vibrating
- Recognise that vibrations from sounds travel through a medium to the ear
- Find patterns between the pitch of a sound and features of the object that produced it
- Recognise that sounds get fainter as the distance from the sound source increases.





Transportal

- Learn about the Golden Record, a time capsule which NASA sent into space in 1977 to take messages from Earth to extra-terrestrials (aliens).
- Listen to the sounds which were recorded onto the Golden Record.
- Meet Orby the Alien to discover the gallery challenge.



Good Vibrations

- Can you see sound? Push/pull the giant spring to show how a sound wave travels through air.
- Pull the handle on the air cannon to see the hanging plates move.
- Feel the sound by putting your hands and body on the green speaker.
- Tap the tuning fork with the beater, watch and feel it move.
- Use the touch-screen to discover how sound travels through different materials.



Make Music

- Try to predict the sounds of the pictures on the blocks.
- Test the sounds on the Sampler Station.
- Place the sound blocks on the wall to create your own music.
- Listen to your composition.
- Move the blocks again to change the music.

Make a sound

- Play the drums and chimes and listen to the sounds they make.
- Pump air through the pipes and listen to the sounds.
- Experiment with the giant guitar to change the sounds.
- Sing into the microphone to discover how your voice can change and why.

Orby Theatre

- Interact with Orby's stage show.
- Find out more about Orby's journey.
- Experience how sound and light effects change mood on stage.
- Help Orby discover more about sounds from Earth.
- Join in with Orby's musical routine.

Morph Machine

- Create your own character in this role play area.
- Choose a costume to wear and see how you look.
- Design your character's make up on the touch screens.

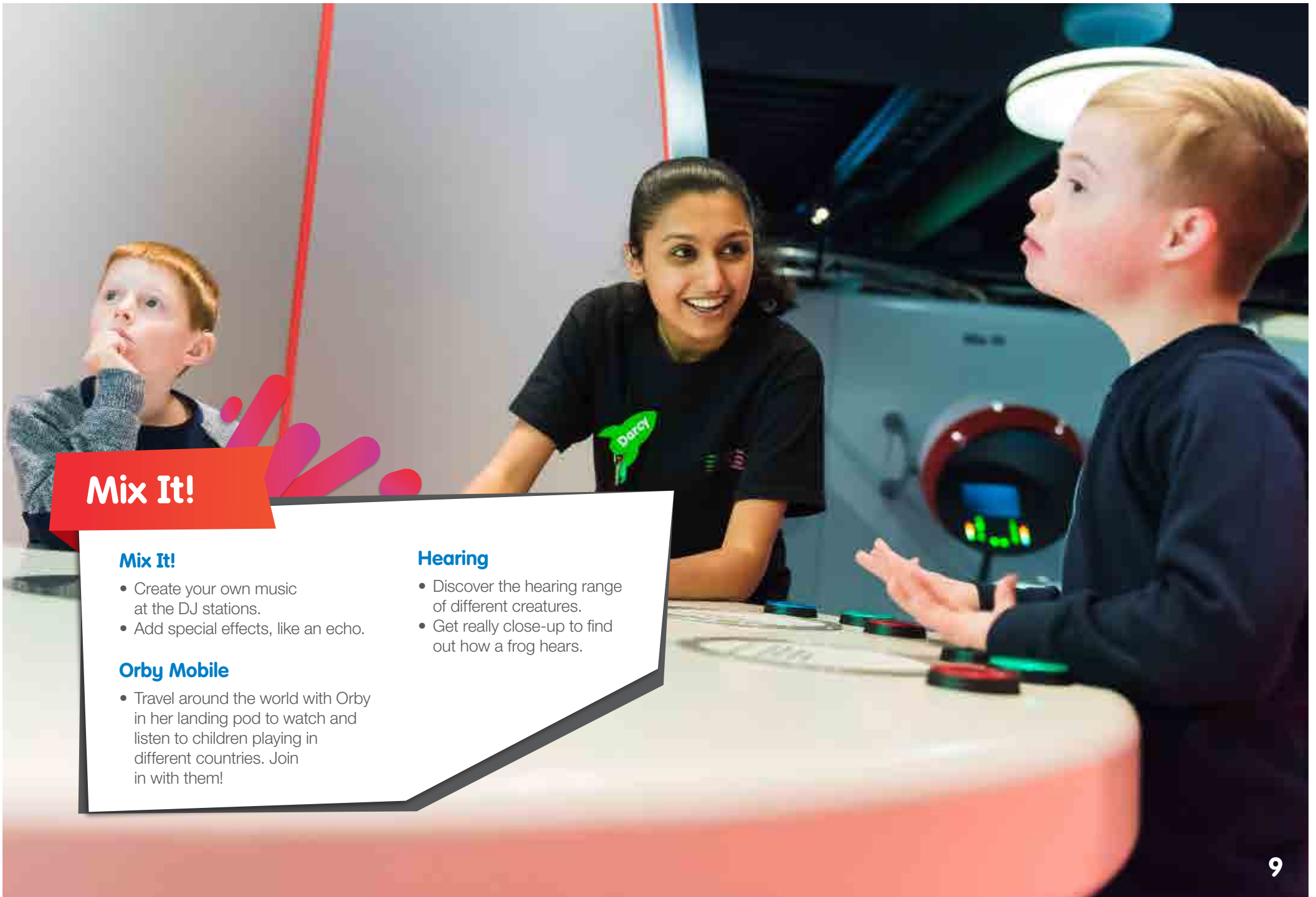


Control Deck

- Press the buttons at the top or bottom to change the colour of the lights on stage.
- Follow your friends on the stage with the spotlight.
- Choose a backdrop for the stage show. Experiment with the sound effects.
- Explore the mini-theatre and experiment with lightning and music.

Sound Lounge

- Explore how we hear sound and how music can affect our emotions.
- Find the cheeky monkey hiding in the jungle.
- Match the music to the celebration.
- Decide how music makes you feel.
- Choose a soundtrack for a film.
- Send a message to the station on the left – hold down the button to change your voice.



Mix It!

Mix It!

- Create your own music at the DJ stations.
- Add special effects, like an echo.

Orby Mobile

- Travel around the world with Orby in her landing pod to watch and listen to children playing in different countries. Join in with them!

Hearing

- Discover the hearing range of different creatures.
- Get really close-up to find out how a frog hears.