

Title: DRAWING WITH SOUNDS

Educational level: 1st stage

Curricular areas: Art Education/ Music

Timing: Second Term/ 1 session.



Summary

In this activity, students will work on a grid. Each square of the grid represents a step, and they will need to uncover a secret drawing (in this case, a heart). The teacher will provide musical instructions by playing an instrument to indicate the direction (Tambourine: up; Claves: down; Triangle: left; Sleigh Bells: right). The students will listen to the sounds, interpret the directions, and mark their progress on the grid until the drawing is completed.

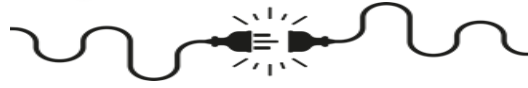


Aims

- Develop computational thinking (listening, interpreting, and executing commands).
- Foster active listening and attention.
- Integrate music with movement and problem-solving.

Key Competencies to Develop: Mathematics and in Science, Technology, and Engineering; in Cultural Awareness and Expressions.





How do we do it?

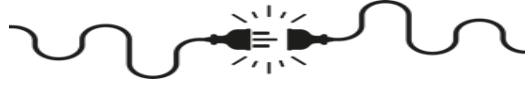
1. Explain the activity, introduce the instruments, and associate each one with a direction (Tambourine: up; Claves: down; Triangle: left; Sleigh Bells: right).
2. Distribute the grid and define the starting point (the purple circle).
3. Play sound sequences for the students to move forward and complete the drawing. There are grey points where, upon reaching them, the students will say "HOUSE" to check that everyone is on the right track.
4. Compare the drawings with the model and briefly reflect on the activity.



Suggestions

The grid can be used to create other drawings. Additional sounds can be added, and even diagonals can be introduced for higher levels.





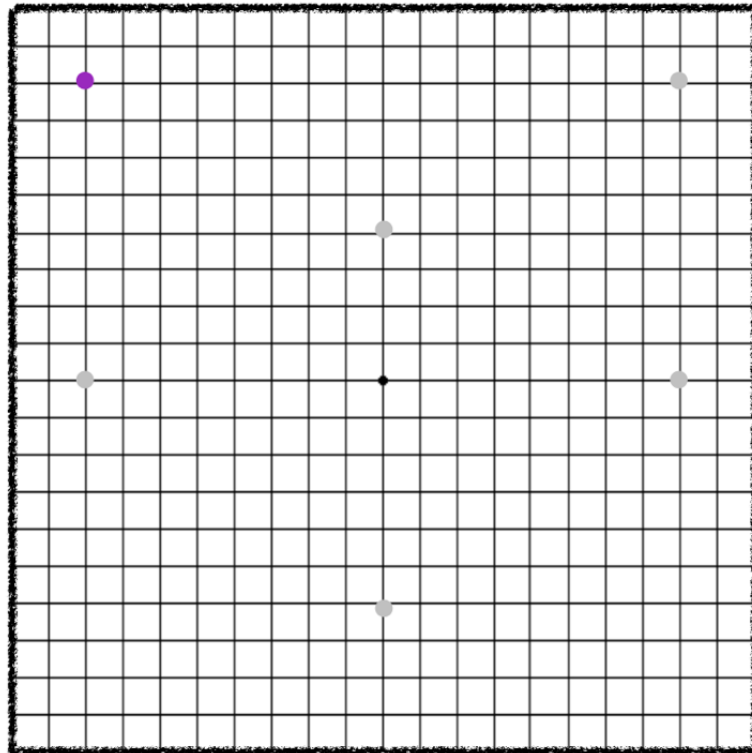
Resources

- **Personal:** students and teacher
- **Materials:** activity sheet and the musical instruments.



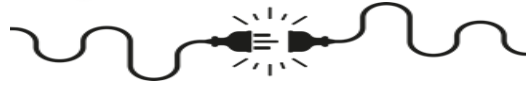
Space: classroom

Type of activity: sound discrimination, attention, and directionality.



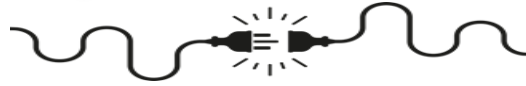
[LINK](#)





What have we learned?

Criterios de Evaluación	4 Excellent	3 Satisfactory	2 Improvement	1 Insufficient
Sound Identification	Recognises all sounds and directions correctly.	Recognises most sounds and directions with one or two errors.	Recognises some sounds and directions, but with several errors.	Has difficulty identifying sounds and directions correctly.
Execution on the grid	Follows the directions accurately and completes the drawing without errors.	Follows the directions with few errors, and the drawing is understandable.	Follows the directions with few errors, and the drawing is understandable.	Has difficulty following the directions, and the drawing is unrecognisable.
Attention and active listening	Maintains constant attention throughout the activity.	Maintains attention most of the time with slight distractions.	Shows intermittent attention, with some noticeable distractions.	Shows little attention, gets distracted frequently, and does not follow the activity.



Computacional Thinking

Algorithms (steps and rules): is a step-by-step process that solves a problem or completes a task.

Decompositon (breaking down in smaller parts): breaking down prolems into smaller and more manageable parts, which are easier to understand and solve.

Patterns (recognise and use similarities): recognising similarities or patterns in problems or data, which means come up with solutions quickly and effectively.



More information

[LINK](#) and download QR:

