



## INNOVATIVE LEARNING TOOLKIT

### **PROJECT TITLE: Sound Based Experiences and Installations**

#### **Tags; audio, tikanga Maori, music**

There are many ways that sound can be used to facilitate learning: by relaxing people and encouraging them to be present and in the moment, by getting them moving, by using music lyrics to convey a message, and by using sound samples from the environment to prompt further investigation and inquiry.

### **EXAMPLES AND CASE STUDIES**

#### **Project Twin Streams**

Music is often used as part of the PTS planting days and other activities to create a relaxed atmosphere and ambience.

One fantastic example from the Twin Streams team is the use of traditional Maori flutes and the sounds they make to immerse an audience in the environment.

"Have them there with their eyes closed with the flutes playing - paint the picture with the sound. Have bird sounds in the background. It creates a safe and calm environment .....people slow down and be present and relaxed.... While they're there and a captive audience, talk to them with stories about the forest, local history, treaty issues etc."

See the [hands-on Tikanga Maori](#) snapshot for more details

David Thomas is currently working on a sound project based around stories and music and located in the natural environment, and using sound equipment to create different vehicle for community arts activities.

PTS Arts Coordinator Many Patmore worked with an after school youth group of Pacific Island and Maori youth aged between 12 and 18. After facilitating lots of ideas from the group about how they would like to raise awareness about Project Twin Streams they came up with the idea of working on a rap song. A session musician was brought in and a CD has now been created around their own ideas for being 'guardians of the stream'.

#### **Other regional, national and international examples**

[An Ambient Audio Adventure through Golden Gate Park](#) is an interesting take on an audio tour, where the audience listens to all kinds of stories, observations and natural sounds as they wander through the park.

Along similar lines, but with the stories transmitted over a mobile phone, the [walkumentaries](#) designed by the Banff Centre are another fantastic case study to consider.



## INNOVATIVE LEARNING TOOLKIT

[The Sound of our Water](#) is a community website for people to post their own snippets of sound and music, based on water as the central theme.

### IDEA INCUBATOR

Have school kids take sound snapshots of different streams and bring them together to sample in their songs.

Construct an audio tour of the streams giving local history and botany education at different audio checkpoints. Could be great as part of the Rongoa garden for example, to describe each of the plants and their medicinal uses as you walk through the garden. Use headphones just like they do in a museum, make the tour available as a pod cast on the website.

have people shut their eyes and listen to their streams as part of their stream planting activities  
further inspiration and discoveries.

For a great discussion on the many ways to tap into the power of music to encourage environmental learning, refer to [Peter Lenton's article](#) on geocities. He gives seven suggested tips for using music as a learning aid, including background music, "listen, act and react" activities, green songs etc.

Also see ANAT's embracing sound programmes

<http://www.anat.org.au/programs/5>

And the website of sculpture and sound artist Nigel Helyer which has some wonderful ideas for creative practice <http://www.sonicobjects.com/>