

THE SOUND FILM

Description

The Sound Film is an engaging listening activity designed to stimulate musical intelligence in elderly participants by focusing on soundtracks and audio cues from famous film genres. Participants will listen to sound clips from five different genres—Western, Suspense, Action, Romantic, and Comedy—and attempt to identify the type of scene or genre based on how the sounds make them feel.



Time Needed

60 minutes

Learning Setting

- **Group Size:** Suitable for small to medium-sized groups (5-15 participants) to encourage group discussion while still allowing individual concentration.
- **Environment:** A quiet room with comfortable seating, minimal distractions, and good acoustics to ensure clarity of sound. The facilitator should be in a position where they can easily communicate with all participants.



Materials Required

- **Audio Equipment:** A device (e.g., a laptop, speaker system, or smartphone) to play pre-recorded movie sounds with good audio quality.
- **Pre-recorded Sound Clips:** Short audio snippets from various movie genres (western, suspense, action, romantic, and comedy).
- **Writing Materials:** Each participant should have a notebook or a piece of paper and a pencil for noting their responses.
- **Optional:** A projector or screen to display stills from the movies while playing the audio, enhancing the experience for participants with visual learning tendencies.

Practical Tips

- **Preparation:** Before the activity, ensure the audio clips are clear and well-labeled so you can play them without confusion. Practice the timing between each sound and adjust for clarity.
- **Participant Guidance:** Some elderly participants might have hearing difficulties, so ensure the volume is appropriate, and offer any assistive devices, if needed. It's also good to briefly explain the genres to ensure familiarity.
- **Encourage Participation:** Some participants may hesitate to write down their thoughts immediately. Encourage them to listen carefully, offering reassurance that there are no wrong answers and that it's about perception.



Co-funded by
the European Union

Learning Objectives



1. **Auditory Perception:** To improve participants' ability to distinguish and recognize different types of sounds based on emotional and situational context.
2. **Memory Recall and Association:** To enhance memory through the recognition of familiar movie themes and associations with specific emotions or genres.
3. **Cognitive Engagement:** To foster analytical thinking by linking sound cues to emotional and cinematic genres.
4. **Cultural Familiarity:** To reintroduce older movies, sparking conversation and potential memory recall about past experiences watching these films.

Step By Step Guidance

1. Introduction (5 minutes):

- Explain the purpose of the activity: "We'll be listening to sounds from famous films, and your task is to identify what type of scene or genre they belong to. Is it suspenseful? Is it comedic? You'll write down your answers after each clip."
- Briefly introduce the five genres that will be featured (Western, Suspense, Action, Romantic, Comedy) and examples of famous films from each.

2. First Listening (10 minutes):

- Play a series of 5-6 sound clips from the pre-selected movies (one from each genre). Allow time between each clip for participants to write down their responses.
- Provide gentle reminders that it's okay if they're unsure; it's about listening and thinking about how the sound makes them feel.

3. Discussion (5-10 minutes):

- After the first listening session, open the floor for discussion. Ask questions like: "How did that sound make you feel?" or "What kind of scene do you imagine when you hear that sound?"
- Encourage participants to compare their answers, fostering conversation and group interaction.

4. Second Listening (10 minutes):

- Replay the sounds, but this time, after each clip, immediately ask for participants' answers and discuss whether they guessed correctly. Reveal the film and scene behind each sound.

5. Final Reflection (5-10 minutes):

- Engage the participants in a final reflection. Ask them how they felt about the activity and whether they were surprised by the sounds that belonged to certain genres.

You can also use this time to ask about any personal connections they might have to the movies or genres, potentially stimulating nostalgic memories

SELECTION OF FILMS



Description: To carry out this activity, the facilitator or monitor needs to have previously recorded different movie sounds (horror, action, suspense, etc.). In addition, each person should have a piece of paper or notebook and a pencil.

The selection of films will be the following:

1. **Western:** The Good, The Bad, and The Ugly.
2. **Suspense:** Psycho
3. **Action:** Indiana Jones
4. **Romantic:** The Sound of Music
5. **Comedy:** The Pink Panther

The facilitator will signal the start of the activity and ask the participants to pay attention. After the command, the first film sound will start to be heard. After a period of time determined by the facilitator, participants should individually note down which sound it belongs to: fear, suspense, horror, comedy, etc. Each participant who has correctly identified the sound according to the genre in which the sound is used earns one point.

Expected Results

- **Increased Awareness:** Participants will develop greater awareness of how sounds influence emotions and storytelling.
- **Improved Listening Skills:** They will sharpen their ability to distinguish different auditory cues and connect them to context or genre.
- **Social Engagement:** The activity will foster social interaction as participants discuss their answers and reflect on familiar movies.
- **Positive Emotional Impact:** Nostalgic and familiar sounds from well-known films can evoke pleasant memories and enhance mood.

Source

<https://www.educapeques.com/estimulapeques/inteligencia-musical.html>

