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TOOLBOX OF RESOURCES

SEQUENCE 13: Integrating audio elements into the Adventure Book

Target: Educators and Youth Workers (to guide young people)
Estimated duration: 60 - 90 minutes
Context: Formal, non-formal and informal learning contexts
Materials: Computers with Audacity, microphone, story scripts (created in Sequences 5-7), headphones.

Activities can be carried out individually, collaboratively, or in facilitated settings, depending on the educational context and learners' needs.

1. OBJECTIVES

By the end of this sequence, participants will have achieved the following:

- **Identify key sound points:** Select which parts of the Adventure Book need auditory reinforcement (narration, sound effects) to improve immersion.
- **Produce audio assets:** Record and edit voice clips and soundscapes using open-source tools (Audacity).
- **Improve accessibility:** Create audio versions of the main texts to support readers with difficulties (SLD/SLI).
- **Export for integration:** Generate optimised files ready to be inserted into platforms such as Twine (Sequence 9) or Genially (Sequence 12).

2. DESCRIPTION OF THE SEQUENCE

This sequence is not a stand-alone editing course, but rather the step where we "give voice" to our climate story.

Sound in an Adventure Book serves a dual purpose: emotional **immersion and accessibility**. In this phase, participants will transform the written scripts and climate

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challenges identified in the previous sequences into auditory experiences. We will use **Audacity** to clean up voice recordings and mix sound effects that represent the environment (e.g., the sound of a drought, the wind in a forest).

2.1. Tangible Output

By the end of the sequence, participants will produce a small sound bank ("Sound Asset Pack") ready for integration into the digital story environments created in Sequences 9 and 12, including:

1. Narration files (voice-over) for the introduction and ending.
2. Short sound effects (SFX) for key decisions.
3. A background atmosphere (loop) that reflects the mood of the story.

3. PROPOSED ACTIVITIES

Activity 1 - The Sound Script (Planning)
Duration: 15 min
Description: Participants review their narrative structure (created in Sequence 6). They identify three key moments where sound is vital:

1. What does the "Climate Challenge" (Sequence 1) sound like? (E.g. Is it a dry river? A storm?).
2. What does the "Climate Hero" (Sequence 3) sound like?
3. Which text is too long and needs to be read aloud to be accessible?

At the end of this activity, participants produce a short sound script or audio plan linked to key scenes, detailing the sounds that should be heard.

Activity 2 - Recording the Narrative (The Voice)
Duration: 30 min
Description:

- Use Audacity to record the introduction to the story.
- Practical focus: Learning to interpret the script.

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- Technique: Recording, using the Selection tool to remove errors and heavy breathing, and using the Normalise tool to keep the volume consistent.
- Accessibility tip: Speaking clearly and slowly is vital for end users.

If you have the possibility, it's best to isolate the group in another room and have them record in a microphone (it can be one from a simple earphone) however, a laptop microphone is all you really need for this activity.

Activity 3 - Creating Atmospheric Sounds

Duration: 30 min

Description:

- Import royalty-free sounds (wind, rain, machinery) that represent the environmental conflict. (freesound.org)
- Use the Envelope Tool in Audacity to automatically lower the volume of the background music when the narration begins (manual ducking).
- Apply Fade In and Fade Out to create smooth loops that do not cut abruptly.

Activity 4 - Exporting Assets

Duration: 15 min

Description:

- Unlike a long podcast, here we export individual clips.
- Select each fragment and use File > Export > Export Selection.
- Recommended format: MP3 (for web/Genially/Twine) to keep the file size small.
- Name the files logically (e.g. Scene1_Intro.mp3, Effect_Victoria.mp3).

4. DIGITAL TOOLBOX - Tools for the Sequence

- Audacity: Main editing software (Open Source).
- Genially: It has a simple built-in sound-recording / uploading system.
- Ocenaudio: Simple and quick audio editing tool.
- Canva: It has a built-in app to add reading voices, sounds and much more.

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- Sound banks: (e.g. Freesound.org, BBC Sound Effects) to find weather sounds that cannot be recorded in class.
- USB microphone: Recommended for better voice quality (although the PC microphone is fine for drafts).

5. HOW TO APPLY THESE ACTIVITIES IN FORMAL AND INFORMAL CONTEXTS

Formal Education (Classroom)

- Literature/Language: Expressive reading of texts written by students. Analysis of intonation.
- Science: Recording of simulated 'field reports' on the chosen environmental issue.

Non-Formal Education (Youth Work)

- Sound Art (Foley): Creating sound effects manually using everyday objects (e.g., crumpling plastic to simulate fire), encouraging 'maker' creativity.
- Inclusion: Young people who prefer not to appear on camera or write can lead the sound identity of the project.

6. ADAPTATIONS FOR STUDENTS WITH SLD

This sequence is critical because the result (audio) is a support tool for people with dyslexia, but the creation process must also be inclusive:

- Simplified Interface: Hide unused Audacity toolbars (View > Toolbars) to reduce visual cognitive load.
- Visual Feedback: Teaching students to 'see sound' (a large waveform means loud noise, a flat line means silence) helps them understand abstract concepts.
- Pair Work: One student handles the mouse (motor skills) and another directs the recording (creativity), rotating roles.

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7. RELATED TUTORIALS

- Linked to Sequence 9 (Twine) and Sequence 12 (Genially): “How to insert your audio files into the final story”.
- Linked to Sequence 14 (Accessibility): “Verifying that the audio is clear and understandable”.

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