



Sound

Guess the Sound – Musical Instruments

Key Competences

- ☒ Literacy
☒ Multilingualism
☐ Active citizenship
☐ Entrepreneurship

- ☐ Cultural awareness and expression
☒ Numerical, scientific and engineering skills
☒ Digital and technology-based competences
☐ Interpersonal skills

Grade

- ☒ 1 ☒ 2 ☐ 3 ☐ 4

Duration

50 minutes

Grouping

- ☒ whole class ☐ groups of ☐ partner work ☐ individual work

You need

Guess the Sound – Sports Blue-Bot mat, Blue-Bot, Tablet with Blue-Bot app installed, Tablet with QR-Code reader

Procedure

1. Arrange pupils to sit in a circle around the Blue-Bot mat.
2. Scan the QR-Code from the START square. It will take you to a YouTube video.
<https://www.youtube.com/watch?v=WV63aVMnyMA>
3. Press play, let your students listen to the first sound and pause the video.
4. Ask: "What is it?" and let one of the pupils give an answer.
5. If the answer is right, the pupil writes the algorithm on the tablet to move the Blue-Bot to the correct square.
6. If the answer or the algorithm is wrong, pick another pupil.
7. Press play again to listen to second sound and repeat the previous procedure until you have listened to all the sounds.

Vocabulary: a piano, a guitar, an electric guitar, a violin, a drum, a flute, a tambourine, a saxophone, a xylophone, a harp, an accordion

Language: "What is it? Listen!"
"It's a/ an ..."

Follow up 1:

All pupils write the algorithm on a piece of paper. The teacher picks one pupil that has the correct answer to code the Blue-Bot.

Follow up 2: additional challenge to be given to more confident pupils

Pupils have to use a specific number of moves – state the number of moves and/or codes that can be used.

Video Erratum: electro guitar – electric guitar, accordian - accordion

Guess the sound musical instruments



YouTube Video:

<https://www.youtube.com/watch?v=WV63aVMnyMA>



START

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a guitar



an electric guitar





a drum











a harp

