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Part 1: Pre-Production: Introduction to Audio Stories (12 50-minute sessions)

Students are introduced to the principles of sound design and audio production. Students listen and respond to recorded sounds, exploring the different associations they have with various sounds. They practice recording techniques during a Sound Scavenger Hunt and learn how to convey an action, setting, or emotion through sound.

Students are introduced to the unit project, in which they create an audio story for a radio show or podcast. They analyze audio stories created by others and discuss elements of storytelling, paying attention to the techniques used to bring a story to life with sound. Teams choose a story for their unit project, plan how to use sounds to tell the story, and outline the sound recordings they need to produce.

Activity 1A: The Power of Sound (3 sessions)

1A.1: *What Do You Hear?*	Students listen and respond to recorded sounds and are introduced to the unit.
1A.2: *Sound Scavenger Hunt*	Students work in teams to find and record different types of sounds.
1A.3: *Share Recording Strategies and Challenges*	Students share their recordings from the Sound Scavenger Hunt and discuss the recording challenges they faced and the techniques they used.

Activity 1B: Introduction to Audio Stories (3 sessions)

1B.1: *What's an Audio Story?*	Students listen to a sample audio story and discuss the techniques and types of sounds used to tell the story. Students learn about the unit project and brainstorm story ideas.
1B.2: *Elements of Good Stories*	Teams listen to different audio stories and develop a list of "ingredients" for a good audio story. Students are introduced to the weekly critique assignment, in which they listen to and critique an audio story.
1B.3: *Choose a Story*	Teams choose an idea to use for their audio story. Students assess their teams' skill at making decisions as a team.

Activity 1C: Developing a Story Concept (4 sessions)

1C.1: *Getting Started*	Teams choose and record two sounds related to their audio story.
1C.2: *Sharing Story Sounds*	Teams share their recorded sounds with another team. Students add to their lists of recording challenges and techniques.
1C.3: *Using Anecdotes as Story Building Blocks*	Students watch and discuss a video clip about how to use anecdotes and reflection as building blocks for stories. Teams complete a planning document for their audio story.

Activity 1D: The Art of Interviewing (2 sessions)

1D.1: *Record Practice Interviews*	Students take turns conducting, recording, and logging practice interviews with one another. They generate a list of strategies for conducting good interviews.
1D.2: *Plan Project Interviews*	Students develop questions for the interviews they plan to conduct for their audio story, and make arrangements for scheduling interviews.

Part 2: Production Time! (6 50-minute sessions)

Teams finalize their production plans and record interviews and other sounds for their audio story. Students practice production and recording skills, including conducting, recording, and logging interviews, assuming different production roles, and maximizing sound quality in various recording settings.

Students also discuss ethical issues related to documentary production, learn about real-world careers in sound production, and are introduced to the AME Career Profile project.

Activity 2A: Recording in the Field (3 sessions)

2A.1: *Production Planning*	Students complete a production planning sheet and make arrangements for recording sounds for their audio story.
2A.2: *Action!*	Students record interviews and other sounds for their audio story.

Activity 2B: Production Ethics (2 sessions)

2B.1: *Take a Stand*	Students take and defend a stand regarding a number of ethical issues in audio production.
2B.2: *Rights and Responsibilities*	Students discuss their rights and responsibilities as audio story producers, and develop a list of ethical guidelines.

Activity 2C: AME Career Profile Project (1 session)

Students learn about careers related to their work in the unit and are introduced to the AME Career Profile project. Students conduct research on an AME professional of their choice.

Part 3: Post-Production: Mixing Sounds to Tell a Story (14 50-minute sessions)

Students learn and apply organizational, creative, and technical skills to edit and produce their audio story.

Activity 3A: Organizing Your Sound (3 sessions)

3A.1: *Getting Organized*	Students reflect on their teamwork skills and discuss ways to improve them during the post-production stage. Teams load their sound recordings onto computers and organize a sound library.
3A.2: Clean up Log Sheets	Students clean up their log sheets and identify sound clips to use in their audio story.

Activity 3B: Shaping Your Story (4 sessions)

3B.1: *What's in an Audio Story Script?*	Students learn about the components of an audio story script. They analyze openings of various audio stories and discuss how to begin their own audio story in a way that draws in listeners.
3B.2: *Practice Editing*	Students identify clips to include in their audio story. They practice using editing software by trimming the dead space from one or more of their chosen clips to create a clean cut.
3B.3: *Choosing the Words*	Students piece together their script and write narration for their audio story.

Activity 3C: The Sound of Music (4 sessions)

3C.1: *Analyzing Music*	Students listen to music samples and analyze characteristics that affect mood and emotion. Students work in teams to create a music soundtrack for a short fictional story.
3C.2: *Creating a Soundtrack*	Students record narration for the fictional story, and layer in their music soundtrack.
3C.3: *Sharing Soundtracks*	Students use the Critical Response Process to give one another feedback on their fictional story soundtracks.
3C.4: *Scripting Music for the Audio Story*	Teams add music and sound effects to their own audio story scripts.

3D.1: ***The Mix***	Students use an audio editing program to record voice-over and to edit and mix their sounds.
3D.2: ***Fine-Tuning the Story***	Teams share a rough cut of their story with another team and give each other feedback on ways to strengthen the story.

Part 4: Getting It Heard (3 50-minute sessions)

Teams present their audio stories and reflect on their work in the unit.