

Stimulus Sounds

Autumn 2009



BBC School Radio Online

Age: 3-5

Pre-recorded CDs: These programmes are available to order (for UK schools only) on pre-recorded CDs from:

BBC Schools' Broadcast Recordings

Tel: **0370 977 2727** Monday to Friday 0800 to 1800 or visit the [How to Order](#) page of the BBC School Radio website.

Downloads / podcasts: Programmes can also be downloaded for 7 days following transmission or subscribed to as a podcast. More information from the [Podcasts](#) page of the School Radio website.

Audio on demand: Programmes are also available as audio on demand from the School Radio website for 7 days following the original date of transmission. Refer to programme titles below to find out when each programme is available.

Stimulus Sounds

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Introduction

How to use the programmes:

The five programmes that make up this series offer a range of sounds, grouped by theme, for the children to distinguish.

Each programme is arranged to two distinct parts. In the first half (approximate duration 7 to 8 minutes) you will hear a range of sounds linked together by the presenter, who cues the children to listen to for each new sound using simple, repetitive language. The second half of each programme offers the same stimulus sounds, but *without* the mediation of the presenter, thus allowing you to use the audio content as you wish.

The presenter-led sections tend to split into three or four sequences (approximate duration 2 minutes) each separated by a short sequence of music, which is your cue to pause the programme should you wish.

In each sequence you will hear:

- the presenter inviting the children to listen to the next stimulus sound
- the stimulus sound (usually about 15 seconds duration)
- a short musical 'sting' towards the end of the stimulus sound (which is the same throughout the programmes)
- the voices of children identifying the stimulus sound
- a short sequence of music before the next sequence begins

You may wish to use the presenter-led section as a single, continuous listen – or you may prefer to pause at the end of each sequence and replay as necessary.

Each time the presenter cues the children to listen make sure they are quiet and giving the stimulus sounds their full attention.

It's fine for the children to call out their responses while the stimulus sound is still playing, but listen very carefully yourself for the 'sting' which precedes the voices of the children in the programme. This sting is your cue to either:

- make sure that the children are quiet again to hear the answer
- pause the programme briefly to settle the children to listen again, or discuss their responses as a group before hearing the answer

However, should you prefer, it's simple to take on the role of the presenter yourself by using the second half of each programme instead. In this case you will need to refer carefully to the CD track listings in these notes (each stimulus sound has its own track marker) and make sure you keep your finger near the pause button of your CD player or sound system.

Aims of the series:

Stimulus Sounds is a simple resource for encouraging speaking and listening skills...and having fun!

The children will need to listen very carefully to each sound and analyze it by relating it to their experience of the world. Sometimes identifying individual sounds is the key; at other times the children will need to distinguish the sounds they already know within montages of many sounds.

The programmes also encourage language and communication skills. The programmes include opportunities for the children to speak *while listening* to the stimulus sounds. In these instances the children will need to be encouraged to offer their ideas in a few words or short phrases.

However, some questions – e.g. ‘how does it make you *feel*’ – will need longer responses. In these instances you may feel the inter-reaction of the children and programme content will work best if you pause the programme and then allow the children to share their ideas.

Progression through the series:

Programmes tend to start with individual everyday sounds to distinguish. The sequences then tend to progress towards identifying sounds within montages and then making logical connections between the sounds offered.

Across the series as a whole there is a progression from simply identifying the stimulus sounds to being able to offer an imaginative response to them (e.g. ‘what animal *might* live here’).

Opening / closing song:

Each presenter-led section of each programme begins and ends with a song, shared with the *Listen and Play* series. The words are:

*Listen all around,
Listen for the sounds,
Listen, listen, listen.*

*Listen all around,
Listen for the sounds,
Listen, listen, listen.
Listen, listen, listen.*

Encourage the children to join in with the song each time they hear it.

Repeated listening to the series:

The first time the children listen to the programmes they will discover that there are some sounds that are simple to identify, some that are tricky...and some that are open to interpretation.

As the children become familiar with the audio content they will begin to memorize the order and patterns. This is not only fun for them to do – it’s also a key skill that the content helps to foster.

How to get these programmes:

These programmes are available to order on pre-recorded CDs (at cost price – currently £4.99 + VAT) for UK schools and academic institutions only. Contact:

BBC Schools' Broadcast Recordings
PO Box 7
Wetherby
LS23 7EP
Phone: 0370 977 2727

The programmes will be available to dispatch to your school in the first week of the Autumn term.

Downloads / podcasts:

A key advantage of acquiring the programmes on pre-recorded CDs is that you will enjoy the full benefit of having detailed track markers to help you navigate the content.

However, the programmes are also available to download or subscribe to as 'podcasts' for 7 days following transmission (beginning 25 September 2009).

This means that you can download each programme (for free) as an mp3 file, for playback either from a computer or from an mp3 player, such as an iPod.

If you subscribe to the series your computer will automatically search for each new episode when you connect to the internet, ensuring that you never miss a programme.

It's a perfectly suitable alternative to acquiring the programme on pre-recorded CDs, provided you are happy not to use a CD player for playback and are happy to give the necessary attention to navigating the content.

More information at the [Podcast page](#) of the BBC School Radio website.

Audio on demand:

The programmes will also be available as audio on demand from the BBC School Radio website, streamed for 7 days following transmission.

Although the audio on demand is a reliable service we do not recommend it for this series. However, you may wish to sample the series using the audio on demand series prior to either acquiring it on pre-recorded CDs (which will remain available throughout the academic year) or subscribing to the podcast.

Feedback:

We would welcome your feedback on these programmes. Please write to:

BBC School Radio
Room MC3 D5
BBC Media Centre
201 Wood Lane
London
W12 7 QT

or email at:
schoolradio@bbc.co.uk

Programme 1: Weather. CD track listing.

CD Track	Stimulus Sound/s
1	<p>Presenter-led sequences.</p> <p>'Listen all around' song.</p> <p>Sequence 1. 'What can you hear?' Rain / wind / thunder / summer.</p> <p>Music link.</p>
2	<p>Sequence 2. 'What sort of day is this?' Summer / winter / spring / autumn.</p> <p>Music link.</p>
3	<p>Sequence 3. 'What word would you use to describe this sort of day?' Spring / autumn / summer / winter.</p> <p>'Listen all around' song.</p>
4	<p>FX sequences – no presenter.</p> <p>Rain.</p>
5	<p>Blustery wind.</p>
6	<p>Thunder and lightning.</p>
7	<p>Summer day with birds and bees.</p>
8	<p>Summer day montage.</p>
9	<p>Winter day montage.</p>
10	<p>Spring day montage.</p>
11	<p>Autumn day montage.</p>
12	<p>Spring montage with music.</p>
13	<p>Autumn montage with music.</p>
14	<p>Summer montage with music.</p>
15	<p>Winter montage with music.</p>

FX MONTAGE: WINTER DAY

CHILDREN It sounds cold and windy. / It's winter!

PRESENTER Listen again – what sort of weather is this? Can you say what time of year it is?

FX MONTAGE: SPRING DAY

CHILDREN I can hear birds, rain and wind. / It might be spring!

PRESENTER Listen again – what sort of weather is this? Can you say what time of year it is?

FX MONTAGE: AUTUMN DAY.

CHILDREN I can hear the wind / It's blustery. / It might be autumn!

MUSIC LINK

CD TRACK 3 PRESENTER Listen again. What sort of day is this? What word would you use to describe it?

FX SPRING MONTAGE WITH MUSIC

CHILDREN Rainy! / Wet! / I like it!

PRESENTER Listen again. What sort of day is this? And what word would you use to describe it?

FX AUTUMN MONTAGE WITH MUSIC

CHILDREN Windy! / Stormy! / Thunder!

PRESENTER Listen again. What sort of day is this? And what word would you use to describe it?

FX SUMMER MONTAGE WITH MUSIC

CHILDREN	Gentle! / Warm. / Summery! / I like summer!
PRESENTER	Listen again. What sort of day is this? And what word would you use to describe it?
<u>FX</u>	<u>WINTER MONTAGE WITH MUSIC</u>
CHILDREN	Cold! / Shivery! / Get your coat on!
PRESENTER	Spring...summer...autumn...winter. Listen to all the different sounds!
<u>MUSIC</u>	<u>'Listen all around' song.</u>
	<i>[About 3 seconds of silence]</i>
<u>4 FX</u>	<u>RAIN</u>
<u>5 FX</u>	<u>BLUSTERY WIND</u>
<u>6 FX</u>	<u>THUNDER AND LIGHTNING</u>
<u>7 FX</u>	<u>SUMMER DAY WITH BIRDS AND BEES</u>
<u>8 FX</u>	<u>MONTAGE: SUMMER DAY</u>
<u>9 FX</u>	<u>MONTAGE: WINTER DAY</u>
<u>10 FX</u>	<u>MONTAGE: SPRING DAY</u>
<u>11 FX</u>	<u>MONTAGE AUTUMN DAY</u>
<u>12 FX</u>	<u>SPRING MONTAGE WITH MUSIC</u>
<u>13 FX</u>	<u>AUTUMN MONTAGE WITH MUSIC</u>
<u>14 FX</u>	<u>SUMMER MONTAGE WITH MUSIC</u>
<u>15 FX</u>	<u>WINTER MONTAGE WITH MUSIC</u>

Programme 2: Inside sounds. CD track listing.

CD Track	Stimulus Sound/s
16	Presenter-led sequences. 'Listen all around' song. Sequence 1. 'What can you hear?' Alarm clock / tap / crockery / egg broken / frying in pan / breakfast montage. Music link.
17	Sequence 2. 'What can you hear?' Brushing / mopping / vacuum cleaner / washing up / washing machine / washing and cleaning montage. Music link.
18	Sequence 3. 'What can you hear?' Bath filled / young children laughing / splashing in bath / water down plughole / bath montage. 'Listen all around' song.
19	FX sequences – no presenter. Alarm clock.
20	Water from tap.
21	Crockery – plates etc put down on a table.
22	Eggs cracked.
23	Frying in a pan.
24	Breakfast montage.
25	Brushing.
26	Mopping.
27	Vacuum cleaner.
28	Washing up in a bowl.
29	Washing machine.
30	Cleaning and washing montage.

31	Bath being filled with water.
32	Young children laughing.
33	Splashing in the bath.
34	Water let down the plughole.
35	Bath time montage.

Programme 2: Inside sounds. Transcript.

CD TRACK 16 ‘Listen all around’ song.

PRESENTER Listen – what can you hear?

FX ALARM CLOCK

CHILDREN I can hear a clock! / An alarm clock.

PRESENTER Listen – what can you hear?

FX WATER FROM A TAP

CHILDREN I can hear water. / From a tap!

PRESENTER Listen – what can you hear?

FX CROCKERY – PLATES PUT DOWN ON TABLE

CHILDREN I can hear plates. / Plates put down on a table.

PRESENTER Listen – what can you hear?

FX AN EGG CRACKED INTO A BOWL

CHILDREN I can hear an egg. / Being cracked open!

PRESENTER Listen – what can you hear?

FX _____ EGGS FRYING IN A PAN

CHILDREN I can hear cooking. / Perhaps it's the egg frying!

PRESENTER Listen again – what do you think is happening?

FX _____ BREAKFAST MONTAGE

CHILDREN It sounds like having breakfast!

MUSIC _____ LINK

CD TRACK 17 PRESENTER Listen again. What can you hear?

FX _____ BRUSHING WITH A DUSTPAN AND BRUSH

CHILDREN I can hear brushing. / Or sweeping!

PRESENTER Listen – what can you hear?

FX _____ MOPPING THE FLOOR

CHILDREN I can hear a mop. / Mopping the floor!

PRESENTER Listen again – what can you hear?

FX _____ VACUUM CLEANER

CHILDREN I can hear a vacuum cleaner. / It's noisy!

PRESENTER Listen again – what can you hear?

FX _____ WASHING UP IN BOWL OF WATER

CHILDREN I can hear washing up!

PRESENTER Listen again – what can you hear?

FX _____ WASHING MACHINE – WASHING THEN INTO SPIN

CHILDREN	I can hear a washing machine! / It's spinning!
PRESENTER	Listen again – what do you think is happening?
<u>FX</u>	<u>CLEANING AND WASHING MONTAGE</u>
CHILDREN	I can hear cleaning and washing. / Someone's tidying up!
<u>MUSIC</u>	<u>LINK</u>
CD TRACK 18 PRESENTER	Listen again – what can you hear?
<u>FX</u>	<u>BATH BEING FILLED</u>
CHILDREN	I can hear water. / Filling a bath!
PRESENTER	Listen – what can you hear?
<u>FX</u>	<u>YOUNG CHILDREN LAUGHING</u>
CHILDREN	I can hear laughter.
PRESENTER	Listen – what can you hear?
<u>FX</u>	<u>SPLASHING WATER IN A BATH</u>
CHILDREN	I can hear water. / Splash! Splash!
PRESENTER	Listen again – what can you hear?
<u>FX</u>	<u>WATER GOING DOWN THE PLUG HOLE</u>
CHILDREN	Water! / Going down the plughole!
PRESENTER	Listen again – what do you think is happening?
<u>FX</u>	<u>BATHTIME MONTAGE</u>
CHILDREN	I can hear someone in the bath. / It's bath time!

PRESENTER	Sounds inside the home...listen to all the different sounds!
MUSIC	<u>'Listen all around' song.</u>
19 FX	<u>ALARM CLOCK</u>
20 FX	<u>WATER FROM A TAP</u>
21 FX	<u>CROCKERY – PLATES PUT DOWN ON TABLE</u>
22 FX	<u>AN EGG CRACKED INTO A PAN</u>
23 FX	<u>EGGS FRYING IN A PAN</u>
24 FX	<u>BREAKFAST MONTAGE</u>
25 FX	<u>BRUSHING WITH DUSTPAN AND BRUSH</u>
26 FX	<u>MOPPING THE FLOOR</u>
27 FX	<u>VACUUM CLEANER</u>
28 FX	<u>WASHING UP IN BOWL</u>
29 FX	<u>WASHING MACHINE – WASHING THEN INTO SPIN</u>
30 FX	<u>CLEANING AND WASHING MONTAGE</u>
31 FX	<u>BATH BEING FILLED</u>
32 FX	<u>YOUNG CHILDREN LAUGHING</u>
33 FX	<u>SPLASHING WATER IN BATH</u>
34 FX	<u>WATER DOWN THE PLUG HOLE</u>
35 FX	<u>BATHTIME MONTAGE</u>

Programme 3: Outside sounds. CD track listing.

CD Track	Stimulus Sound/s
36	<p>Presenter-led sequences.</p> <p>'Listen all around' song.</p> <p>Sequence 1. 'What can you hear?' Footsteps on street / Large clock (Big Ben) tolling / police car siren / traffic / town montage.</p> <p>Music link.</p>
37	<p>Sequence 2. 'What can you hear?' Seawash / children's voices at beach / seagulls / speed boat / seaside montage.</p> <p>Music link.</p>
38	<p>Sequence 3. 'What can you hear?' Large crowd / football kicked / referee's whistle blown / crowd cheering / football match montage.</p> <p>'Listen all around' song.</p>
39	<p>Sequence 4. 'What can you hear?' Countryside exterior / church bells ringing / prominent bird / dog barking / quiet village montage.</p> <p>'Listen all around' song.</p>
40	<p>FX sequence – no presenter.</p> <p>Footsteps on street.</p>
41	Big clock (Big Ben) tolling.
42	Police car siren.
43	Traffic.
44	Town montage.
45	Seawash.
46	Children at the beach.
47	Seagulls.
48	Speedboat passes.
49	Seaside montage.

CHILDREN	It's a police car! Nee, naw, nee, naw...!
PRESENTER	Listen – what can you hear?
<u>FX</u>	<u>TRAFFIC IN TOWN</u>
CHILDREN	I can hear cars! / It's traffic!
PRESENTER	Listen carefully. Can you hear all the different sounds?
<u>FX</u>	<u>MONTAGE - TOWN SCAPE: TRAFFIC; FOOTSTEPS; BELL; POLICE CAR SIREN</u>
<u>MUSIC</u>	<u>LINK</u>
CD TRACK 37 PRESENTER	Listen – what can you hear?
<u>FX</u>	<u>SEAWASH ON BEACH</u>
CHILDREN	Waves! / I can hear the sea!
PRESENTER	Listen – what can you hear?
<u>FX</u>	<u>CHILDREN'S VOICES AT SEASIDE WITH SEAWASH</u>
CHILDREN	I can hear voices! / Children playing!
PRESENTER	Listen – what can you hear?
<u>FX</u>	<u>SEAGULLS</u>
CHILDREN	I can hear seagulls!
PRESENTER	Listen again – what can you hear?
<u>FX</u>	<u>SPEED BOAT PASSES BY</u>
CHILDREN	I can hear a boat! / A speed boat!
PRESENTER	Listen carefully. Can you hear all the different sounds?

FX MONTAGE - SEASIDE: SEAWASH; GULLS; VOICES OF CHILDREN; SPEED BOAT PASSES

MUSIC LINK

CD TRACK 38 PRESENTER Listen again – what can you hear?

FX BIG EXPECTANT CROWD AT FOOTBALL MATCH

CHILDREN I can hear a crowd! / Lots of people!

PRESENTER Listen – what can you hear?

FX FOOTBALL BEING KICKED

CHILDREN I can hear someone kicking a ball!

PRESENTER Listen again – what can you hear?

FX REFEREE'S WHISTLE BLOWN

CHILDREN I can hear a whistle!

PRESENTER Listen – what can you hear?

FX CROWD CHEERING (AFTER A GOAL)

CHILDREN I can hear people cheering!

PRESENTER Listen carefully. Can you hear all the different sounds?

FX MONTAGE - FOOTBALL MATCH: EXPECTANT CROWD; BALL KICKED; BIG CHEER AND REFEREE'S WHISTLE

MUSIC LINK

CD TRACK 39 PRESENTER Listen – what can you hear?

FX COUNTRYSIDE BACKGROUND WITH BIRDS

CHILDREN I can hear the countryside!

PRESENTER Listen – what can you hear?

FX CHURCH BELLS

CHILDREN I can hear bells. / Church bells!

PRESENTER Listen – what can you hear?

FX BIRD – ONE ONLY

CHILDREN I can hear a bird. / Tweet, tweet!

PRESENTER Listen – what can you hear?

FX DOG BARKING CLOSE

CHILDREN I can hear a dog!

PRESENTER Listen carefully. Can you hear all the different sounds?

FX MONTAGE – COUNTRY VILLAGE: COUNTRYSIDE;
CHURCH BELLS; SINGLE BIRD CLOSER; DOG BARKING

PRESENTER Sounds outside...listen to all the different sounds!

MUSIC 'Listen all around' song

[About 3 seconds of silence.]

40 FX FOOTSTEPS ON STREET

41 FX BELL OF BIG CLOCK TOLLING

42 FX POLICE CAR SIREN

43 FX TRAFFIC IN TOWN

44 FX	<u>MONTAGE - TOWN SCAPE: TRAFFIC; FOOTSTEPS; BELLS; THE POLICE CAR SIREN</u>
45 FX	<u>SEAWASH ON BEACH</u>
46 FX	<u>CHILDREN'S VOICES AT SEASIDE</u>
47 FX	<u>SEAGULLS</u>
48 FX	<u>SPEED BOAT PASSES BY</u>
49 FX	<u>MONTAGE - SEASIDE: SEAWASH; GULLS; CHILDREN PLAYING; SPEED BOAT PASSES</u>
50 FX	<u>BIG EXPECTANT CROWD AT FOOTBALL MATCH</u>
51 FX	<u>FOOTBALL KICKED</u>
52 FX	<u>REFEREE'S WHISTLE BLOWN</u>
53 FX	<u>CROWD CHEERING (AFTER A GOAL)</u>
54 FX	<u>MONTAGE - FOOTBALL MATCH: EXPECTANT CROWD; BALL KICKED; BIG CHEER AND REFEREE'S WHISTLE</u>
55 FX	<u>COUNTRYSIDE BACKGROUND WITH BIRDS</u>
56 FX	<u>CHURCH BELLS CLOSE</u>
57 FX	<u>PROMINENT BIRD – ONE ONLY</u>
58 FX	<u>DOG BARKING CLOSE</u>
59 FX	<u>MONTAGE – VILLAGE: COUTRYSIDE; CHURCH BELLS; SINGLE BIRD CLOSER; DOG BARKING</u>

Programme 4: Journeys. CD track listing.

CD Track	Stimulus Sound/s
60	<p>Presenter-led sequences.</p> <p>'Listen all around' song.</p> <p>Sequence 1. 'What can you hear?' Car ignition / bus / diesel train / plane taking off / ferry / helicopter.</p> <p>Music link.</p>
61	<p>Sequence 2. 'Where does this journey begin?' Montage of train station / montage of airport / montage of ferry port.</p> <p>Music link.</p>
62	<p>Sequence 3. 'What journey is this?' Montage - journey to school / montage – trip to supermarket / montage – trip to seaside / montage – going on holiday / montage – trip into space.</p> <p>'Listen all around' song.</p>
63	<p>FX sequence – no presenter.</p> <p>Car ignition.</p>
64	<p>Bus.</p>
65	<p>Diesel train passes.</p>
66	<p>Plane taking off.</p>
67	<p>Docks with gulls and ferry hooting.</p>
68	<p>Helicopter.</p>
69	<p>Montage – train station.</p>
70	<p>Montage - airport.</p>
71	<p>Montage – ferry port.</p>
72	<p>Montage – journey to school.</p>
73	<p>Montage – journey to supermarket.</p>

74	Montage – journey to seaside.
75	Montage – going on holiday.
76	Montage – trip into space.

Programme 4: Journeys. Transcript.**CD TRACK 60** ‘Listen all around’ song.

PRESENTER Listen – what can you hear?

FX CAR – IGNITION, START AND DRIVE OFF

CHILDREN I can hear a car. / It’s a car!

PRESENTER Listen – what can you hear?

FX BUS – ‘Single to the High Street please’.

CHILDREN It’s a bus!

PRESENTER Listen – what can you hear?

FX DIESEL TRAIN PASSES

CHILDREN I can hear a train. / I like trains!

PRESENTER Listen – what can you hear?

FX PLANE TAKING OFF

CHILDREN I can hear a plane. / It’s noisy!

PRESENTER Listen – what can you hear?

FX DOCK WITH GULLS AND A FERRY HOOTING

CHILDREN	It's a boat. / Honk! Honk!
PRESENTER	Listen – what can you hear?
<u>FX</u>	<u>HELICOPTER</u>
CHILDREN	It's a helicopter! / I'd like to ride on a helicopter!
<u>MUSIC</u>	<u>LINK</u>
CD TRACK 61 PRESENTER	Listen – where does this journey begin?
<u>FX</u>	<u>MONTAGE - TRAIN STATION: ANNOUNCEMENTS, FOOTSTEPS, DOOR SLAMS, ETC.</u>
CHILDREN	At the train station! / The journey begins at the train station!
PRESENTER	Listen – where does this journey begin?
<u>FX</u>	<u>MONTAGE - AIRPORT. ANNOS, PLANES TAKING OFF</u>
CHILDREN	At the airport. / The journey begins at the airport!
PRESENTER	Listen – where does this journey begin?
<u>FX</u>	<u>MONTAGE - FERRY PORT. GULLS, HOOT OF SHIP. ENGINES CHURN. VOICES.</u>
CHILDREN	It's a journey by boat! / The journey begins at the seaside!
<u>MUSIC</u>	<u>LINK</u>
CD TRACK 62 PRESENTER	Listen very carefully. What journey is this?
<u>FX</u>	<u>MONTAGE – TRIP TO SCHOOL: FRONT DOOR CLOSES; STEPS, BACKGROUND TRAFFIC; CHILDREN'S VOICES; SCHOOL BELL, HUBBUB.</u>

CHILDREN	It's a journey to school!
PRESENTER	Listen again. What journey is this?
<u>FX</u>	<u>MONTAGE – JOURNEY TO SUPERMARKET: CAR; STEPS; SUPERMARKET TILLS AND VOICES</u>
CHILDREN	It's a journey to the supermarket!
PRESENTER	Listen again. What journey is this?
<u>FX</u>	<u>MONTAGE – JOURNEY TO SEASIDE: TRAIN, STOPS; DOORS OPEN; SEASIDE WITH GULLS; CHILDREN'S VOICES; SEAWASH</u>
CHILDREN	It's a journey to the seaside!
PRESENTER	Listen again. What journey could this be?
<u>FX</u>	<u>MONTAGE – JOURNEY TO GO ON HOLIDAY: AIRPORT, PLANE LANDING; CICADAS; MUSIC</u>
CHILDREN	It's a journey by plane! / A holiday?
PRESENTER	Listen again. What journey could this be?
<u>FX</u>	<u>MONTAGE – JOURNEY INTO SPACE: SPACE CRAFT SPECIAL EFFECTS AND MUSIC</u>
PRESENTER	A journey into space! Journeys by car...bus...train and plane. Listen to all the sounds!
<u>MUSIC</u>	<u>'Listen all around' song.</u>
	<i>[About 3 seconds of silence.]</i>
<u>63 FX</u>	<u>CAR – IGNITION, START AND DRIVE OFF</u>
<u>64 FX</u>	<u>BUS</u>

<u>65 FX</u>	<u>DIESEL TRAIN PASSES</u>
<u>66 FX</u>	<u>PLANE TAKING OFF</u>
<u>67 FX</u>	<u>DOCK WITH GULLS AND FERRY HOOTING</u>
<u>68 FX</u>	<u>HELICOPTER</u>
<u>69 FX</u>	<u>MONTAGE - TRAIN STATION: ANNOUNCEMENTS, FOOTSTEPS, DOOR SLAMS, ETC.</u>
<u>70 FX</u>	<u>MONTAGE - AIRPORT. ANNOUNCEMENTS, PLANES TAKING OFF</u>
<u>71 FX</u>	<u>MONTAGE - FERRY PORT: GULLS, HOOT OF SHIP, ENGINES CHURN, VOICES</u>
<u>72 FX</u>	<u>MONTAGE – JOURNEY TO SCHOOL: FRONT DOOR CLOSES; STEPS, BACKGROUND TRAFFIC; CHILDREN'S VOICES; SCHOOL BELL, HUBBUB</u>
<u>73 FX</u>	<u>MONTAGE – JOURNEY TO SUPERMARKET: CAR; STEPS; SUPERMARKET TILLS AND VOICES</u>
<u>74 FX</u>	<u>MONTAGE – JOURNEY TO SEASIDE: TRAIN, STOPS; DOORS OPEN; GULLS; CHILDREN'S VOICES; SEAWASH</u>
<u>75 FX</u>	<u>MONTAGE – JOURNEY TO GO ON HOLIDAY: AIRPORT; PLANE LANDING; CICADAS; MUSIC</u>
<u>76 FX</u>	<u>MONTAGE – JOURNEY INTO SPACE: SPACE CRAFT SPECIAL EFFECTS AND MUSIC</u>

Programme 5: Animals and habitats. CD track listing.

CD Track	Stimulus Sound/s
77	<p>Presenter-led sequences. 'Listen all around' song. Sequence 1. 'We're in the park. What different animals can you hear?' Ducks / dog / birds / cat / geese. Music link.</p>
78	<p>Sequence 2. 'We're in the farmyard. What different animals can you hear?' Sheep / cow / horse / pig. Music link.</p>
79	<p>Sequence 3. 'We're in Africa. What different animals can you hear?' Lion / elephant / monkey.</p>
80	<p>Sequence 4. 'Can you say what animals may live here?' Countryside montage / underwater montage / desert montage / rainforest / space montage. 'Listen all around' song.</p>
81	<p>FX sequence – no presenter Local park montage.</p>
82	<p>Farmyard montage.</p>
83	<p>African bush montage.</p>
84	<p>Countryside montage.</p>
85	<p>Underwater montage.</p>
86	<p>Desert montage.</p>
87	<p>Rainforest.</p>
88	<p>Space montage.</p>

Programme 5: Animals and habitats. Transcript.

<u>CD TRACK 77</u>	<u>'Listen all around' song.</u>
<u>FX</u>	<u>LOCAL PARK MONTAGE: DUCKS, DISTANT DOG, BIRDS, A CAT MIOAWS, GEESE</u>
PRESENTER	[OVER] Listen – we're in the park. What different animals can you hear?
<u>FX</u>	<u>PARK MONTAGE CONTINUES...</u>
	Listen again -
<u>FX</u>	<u>PARK MONTAGE AGAIN – DUCKS PROMINENT</u>
CHILDREN	[OVER] I can hear ducks!
<u>FX</u>	<u>PARK MONTAGE AGAIN – DOG PROMINENT</u>
CHILDREN	I can hear a dog!
<u>FX</u>	<u>PARK MONTAGE AGAIN – BIRD PROMINENT</u>
CHILDREN	I can hear birds.
<u>FX</u>	<u>PARK MONTAGE AGAIN – CAT PROMINENT</u>
CHILDREN	I can hear a cat!
<u>FX</u>	<u>PARK MONTAGE AGAIN – GEESE PROMINENT</u>
CHILDREN	I can hear some geese!
PRESENTER	Some ducks...a dog...some birds...a cat...some geese.
<u>MUSIC</u>	<u>LINK</u>

FX FARMYARD MONTAGE: SHEEP DISTANT; OCCASIONAL COW; HORSE; PIG.

CD TRACK 78 PRESENTER [OVER] Listen - now we're in the farmyard. What different animals can you hear?

FX FARMYARD MONTAGE CONTINUES...

PRESENTER Listen again...

FX FARMYARD MONTAGE. SHEEP PROMINENT

CHILDREN [OVER] I can hear sheep!

FX FARMYARD MONTAGE. COW PROMINENT

CHILDREN [OVER] I can hear a cow!

FX FARMYARD MONTAGE. HORSE PROMINENT

CHILDREN [OVER] I can hear a horse!

FX FARMYARD MONTAGE. PIG PROMINENT

CHILDREN [OVER] I can hear a pig!

PRESENTER Some sheep...a cow...a horse...a pig.

MUSIC LINK

FX MONTAGE AFRICAN BUSH – CICADAS, DISTANT LION, ELEPHANT, MONKEY

CD TRACK 79 PRESENTER [OVER] We've come on a long journey – to Africa. What different animals can you hear?

FX AFRICAN BUSH MONTAGE CONTINUES...

PRESENTER Listen again...

FX MONTAGE AFRICAN BUSH. LION PROMINENT

CHILDREN [OVER] I can hear a lion!

FX MONTAGE AFRICAN BUSH. ELEPHANT PROMINENT

CHILDREN [OVER] I can hear an elephant!

FX MONTAGE AFRICAN BUSH. MONKEY PROMINENT

CHILDREN [OVER] I can hear a monkey!

PRESENTER A lion...an elephant...and a monkey!

MUSIC LINK

CD TRACK 80 PRESENTER Listen. Can you say what animals may live here? Is it near...or far away.

FX COUNTRYSIDE. PASTORAL MUSIC

PRESENTER Listen again. Can you say what animals may live here?
Is it near...or far away?

FX OCEAN. WAVES, THEN UNDERWATER, BUBBLES AND
MUSIC OF THE DEEP

PRESENTER Listen again. Can you say what animals may live here?
Is it near...or far away?

FX DESERT WITH ARABIAN CAMEL TRAIN MUSIC

PRESENTER Listen again. Can you say what animals may live here?
Is it near...or far away?

FX RAINFORST

PRESENTER Listen again. Can you say what animals may live here?
Is it near...or very, very far away..?

FX SPACE SPECIAL EFFECTS AND MUSIC.

The sounds of animals...and where they live. Listen to all the different sounds!

MUSIC 'Listen and around' song.

[About 3 seconds of silence.]

81 FX PARK MONTAGE: DUCKS, DOG, BIRDS, CAT, GEESE

82 FX FARMYARD MONTAGE: SHEEP; COW; HORSE; PIG

83 FX AFRICAN BUSH MONTAGE: CICADAS, LION, ELEPHANT, MONKEYS

84 FX COUNTRYSIDE MONTAGE WITH PASTORAL MUSIC

85 FX OCEAN MONTAGE: WAVES, UNDERWATER, BUBBLES

86 FX DESERT MONTAGE WITH ARABIAN CAMEL TRAIN MUSIC

87 FX RAINFORST

88 FX SPACE SPECIAL EFFECTS WITH MUSIC