



EduTrend Contents

G4C · LISTENING GAMES · PRIMARY

Sound Walk Detective

Sit still with eyes closed, count the sounds you hear, then name them together

Ages 4–8

Level: Foundation

10 minutes

Whole group of 2–30

Activity 01

Inside: activity at a glance · step-by-step session plan · facilitator notes · 3 pupil worksheets · assessment checklist

ACTIVITY 01 · AT A GLANCE

Sound Walk Detective

Children sit still with eyes closed for one minute and silently count the sounds they hear. Then they open their eyes and name them: a door, a bird, a chair scraping. Each new sound the group has not yet named scores a point for everyone. Finish by talking about which sounds were near and which were far.

Learning outcomes

By the end of the session pupils can:

- sit still and focus;
- notice and count sounds;
- name and describe sounds;
- sort near and far sounds.

KEY WORDS

listen · sound · near · far · quiet · detective

CURRICULUM LINKS

English: listening. Science: sound. PSHE: calm routines.

1**WARM UP**

Voices and bodies ready

2**EXPLAIN**

One game, clear rules

3**PLAY**

Invented roles

4**LISTEN**

Everyone heard

5**TALK**

What worked?

6**CLOSE**

Calm and positive

Materials (whole group)

- Paper and pencils (optional)
- Sound objects for the easier version: bell, paper, cup
- Worksheets 1, 2 and 3

Before the session

- Choose a calm moment.
- Prepare sound objects.
- Model eyes closed and counting.
- Agree the group score.

SAFETY

Allow eyes open for anyone uncomfortable closing them. Keep the room calm.

ACTIVITY 01 · SESSION PLAN

Step by step

Works well after lunch to settle a group.

Time	What happens	Say or ask
0–1 min Warm up	Get comfortable and still.	<i>"Can you be as still as a statue?"</i>
1–2 min Explain	Count sounds silently.	<i>"Keep the number in your head."</i>
2–7 min Play	Two listening rounds.	<i>"Which sound did you hear first?"</i>
7–10 min Close	Near and far sort.	<i>"Which sound was furthest away?"</i>

CHALLENGE CARD (print or copy onto the board)

Notice and name one sound nobody else noticed.

ACTIVITY 01 · FACILITATOR NOTES

The listening game know-how in brief

Listening means noticing a sound, holding it in memory, making sense of it and acting on it.

A group score keeps everyone working together.

Common ideas to listen for

- “Listening is just hearing.” It takes attention.
- “A quiet room has no sounds.” Listen closer.
- “Only loud sounds count.” Soft ones count too.

Adapting the activity

Support

The adult makes three sounds behind a screen and children name them.

Stretch

Write or draw the sounds in the order they were heard.

WORKSHEET 1

Sounds I heard

Name: _____

Class: _____ Date: _____

Draw or write.

Sounds

Sound	Near or far?

WORKSHEET 2

Sound order

Put the sounds in order.

Order

First	Next	Last

WORKSHEET 3

My favourite sound

Draw or write.

My favourite sound was...

FOR THE TEACHER

Assessment checklist

Use during the session. One sheet covers up to eight pupils; copy as needed.

Pupil	Sits and focuses	Names sounds	Sorts near and far

Suggested codes: W = working towards · E = expected · G = greater depth

ABOUT THIS ACTIVITY

Sound Walk Detective is a sample activity from the EduTrend Contents G4C Listening Games programme (primary, level: foundation). Every activity in the programme follows the same format: a practical challenge, a clear session plan, facilitator notes and ready-to-print worksheets, so that teachers, club leaders and parents can run it without extra preparation.

Full 15-, 20- and 32-week programmes are available from EduStore at edutrend.org.

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