



## Sound FX

### Learning objectives

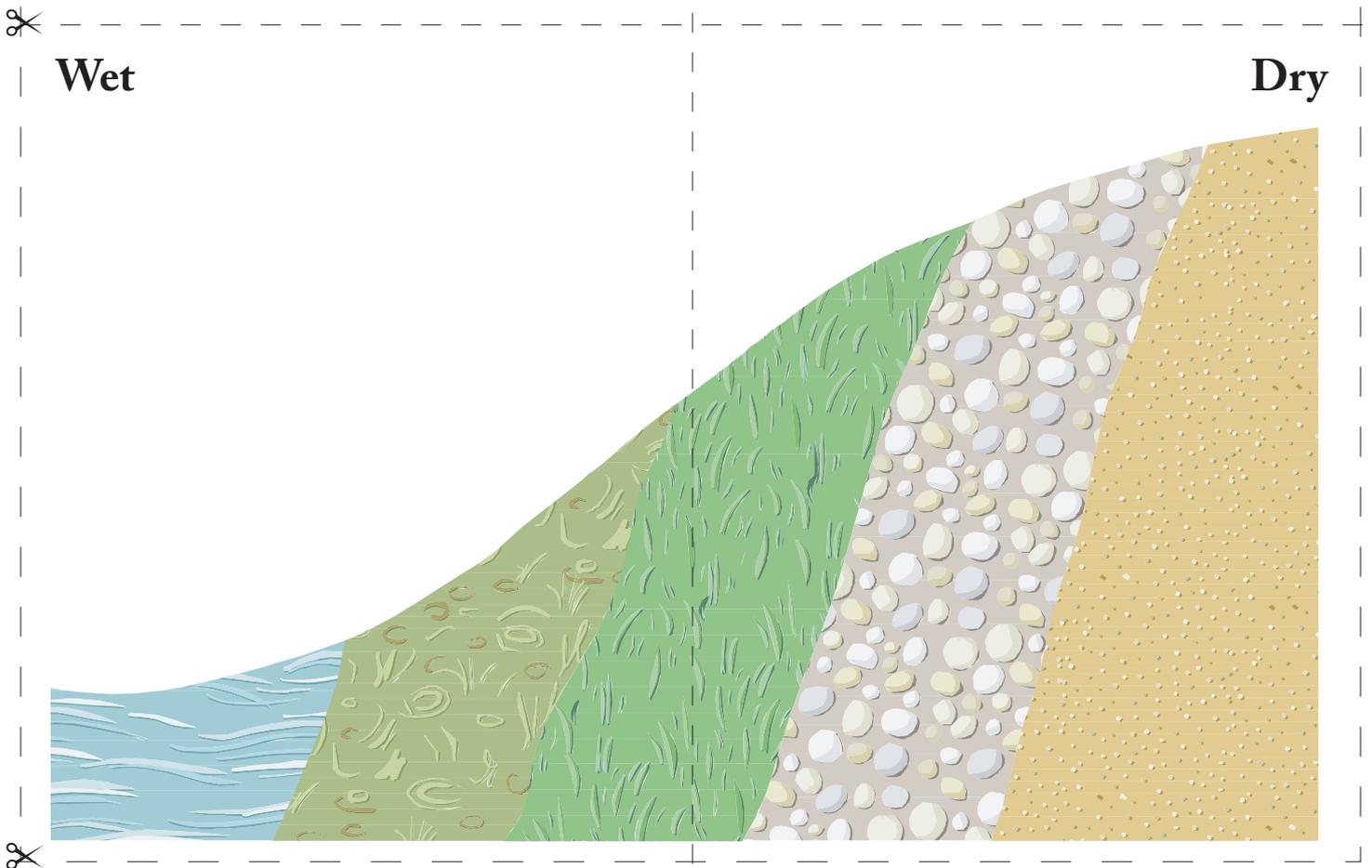
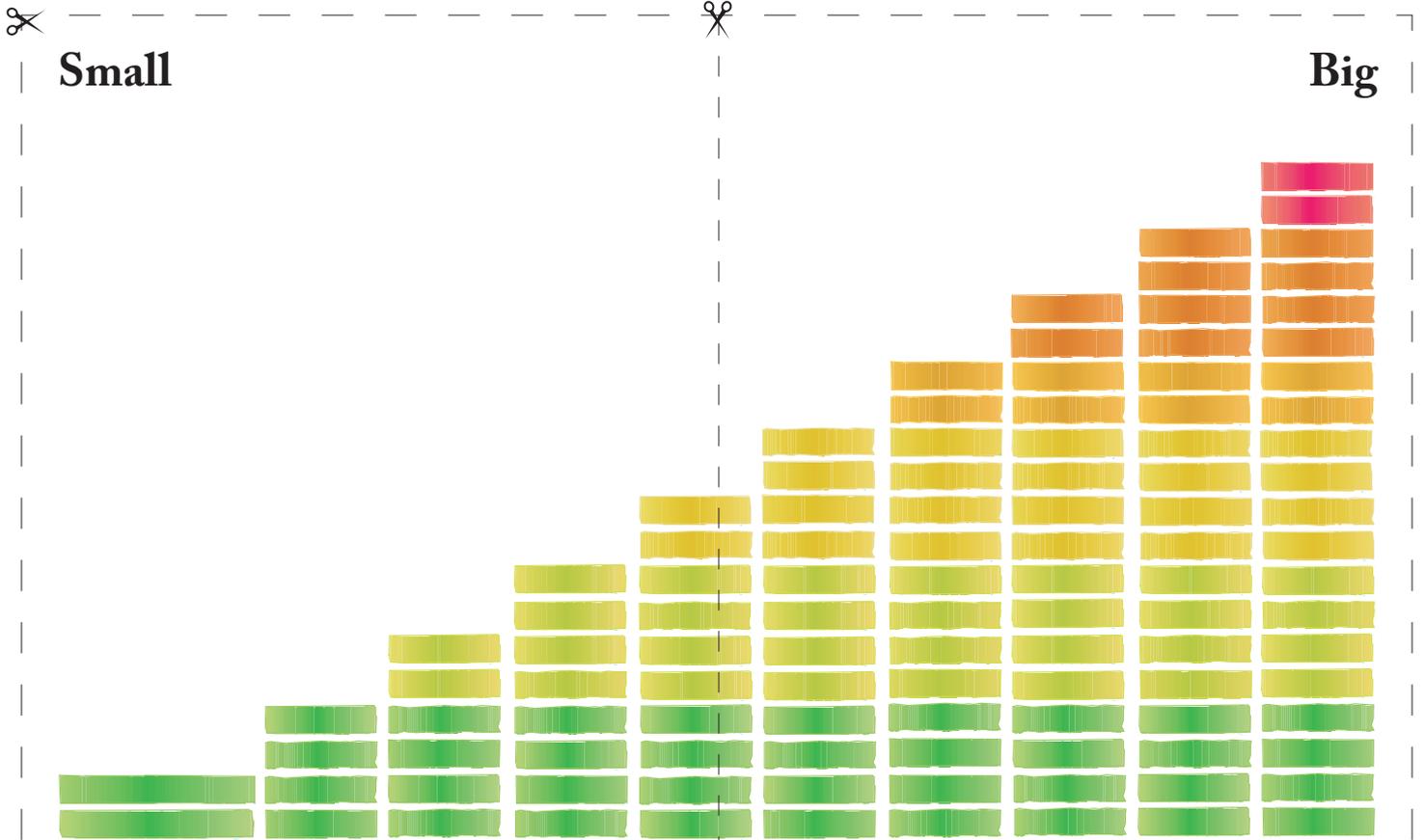
The learning object of this game is to allow students to explore the relationship between assonance and connotation by reviewing their own intuitive notions about particular words. Not every student will place every word in same wet-dry order, so the differences should give rise to discussion of why this is.

Students could also be invited to consider whether onomatopoeia really do carry meaning in their sound, or if a context is required. If there are students in your class who speak another language, you could try to find an onomatopoeia word in that language and see if any of the class can work out the meaning without a context.

Extension activities could include introducing more words to the exercises, and getting students to work out why they associate a particular word with a particular quality. Is it an effect of memory and experience? Students could be invited to think about the experiences which have given them these associations, and perhaps write about it.

### Instructions

1. Cut out all the scales and words.
2. Place the opposite ends of the scales on a table or stick them to the wall.
3. Position the words between the ends of the scale in the order you think they should appear.
4. You can add your own words using the blank cards, or even invent new scales on the blank cards.



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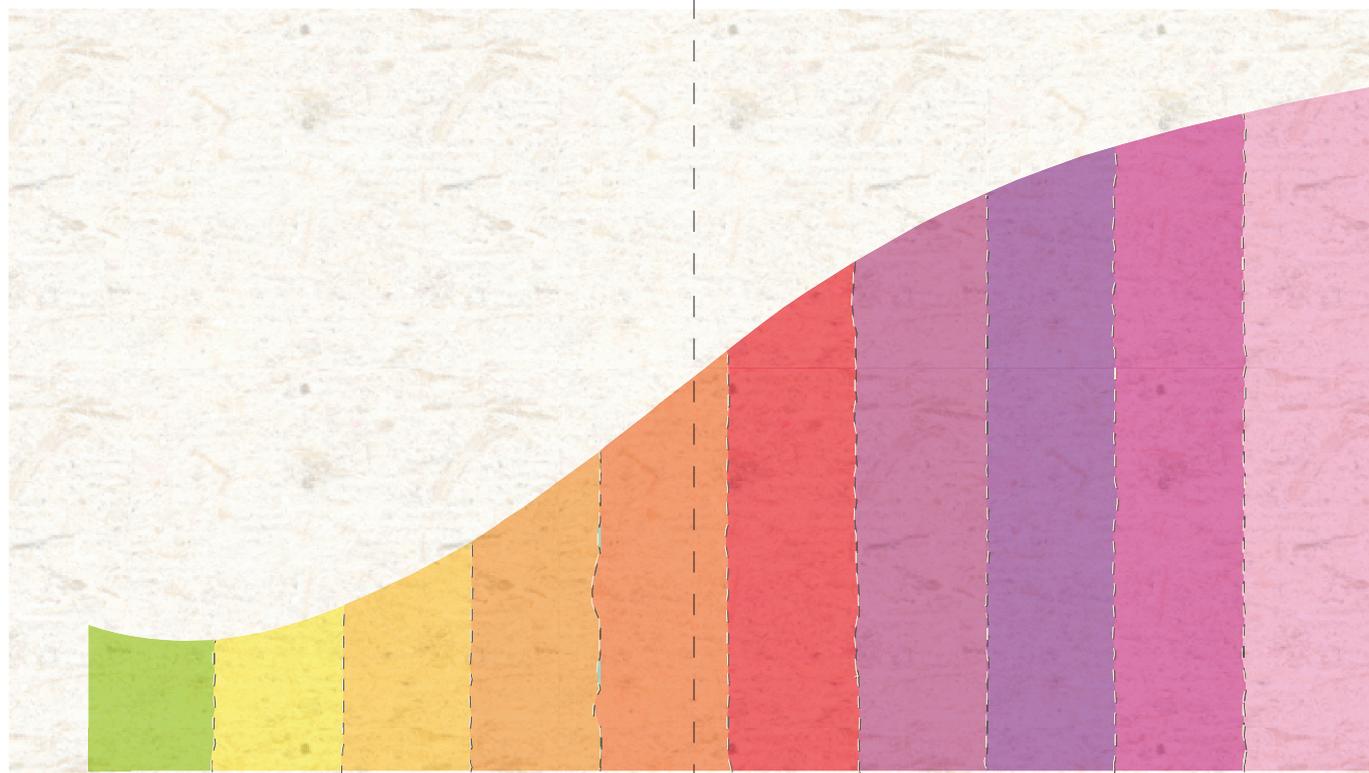
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**Sour**

**Sweet**



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Hush

Pop

Crackle



Lullaby

Murmur

Bang



Beep

Whisper

Splatter



Zip



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