

Sound Learning Activity Guide

Welcome to the Sound Learning Activity Guide, created by educational expert [Mary Burkey](#). This guide provides classroom-ready activities designed to help you enhance the use of audiobooks in an instructional setting, incorporating the educational benefits of audio in a technology-rich, multi-sensory environment. Use the step-by-step approach to engage listeners at any learning stage and any age. Pages marked with the headphone icon focus on audio-specific materials, while the entire packet integrates literary analysis common to any text.

Level 1: Activities for introducing audiobooks

- *What's Your Listening Style?* – Determine “Busy Body”, “Relaxing While Reading with Ears” or “Audio + Print” listening style.
- *Active Listening* – Use this simple introductory lesson to foster student engagement and teach analysis of audio-specific characteristics.
 - ✓ Model as a single period, whole-class activity with a short read-along audio/picture book displayed or projected by a document camera, with the audio played through speakers.
 - ✓ Take time to pause and define audio qualities such as *Pace*, *Emotion*, and *Rhythm*—the [Audiobook Lexicon](#) serves as a helpful tool.
 - ✓ This whole-class method is also an ideal way to integrate literature while introducing a new curricular focus using an audio/picture book for older students tied to core content (such as the Live Oak Media production of *When Marian Sang* prior to a Civil Rights Social Studies unit).
 - ✓ Encourage independent use of *Active Listening*.

Level 2: Techniques for integrating audiobooks into your regular routine

- Provide the more comprehensive *Listening Log* activities on a routine basis to match instructional needs
- Use *Listening Selection* page as a pre-listening activity to encourage thoughtful selection of independent listening.
- Use *Daily Listening* to monitor progress, assess student engagement, and observe a visual summary. Tip: make multiple copies handy.
- Encourage literary analysis and identification of auditory qualities using the *Developing Character with Narration* and *Creating the Setting with Sound* pages copied back-to-back with the corresponding text-based pages.
- *Point of View* – Students describe who tells the story and how it is told.

Level 3: Options for enhancing the experience for more confident and proficient audiobook listeners

- *Listening & Literacy* – Students describe if and how audiobook helps them build literacy skills.
- *Text-to-Self/World or Movie/Game* – Students describe how audiobook relates to their life, text, movie or game.
- *Summary Skeleton*. Students write a quick overview of developments in audiobook.

- *Critical Audiobook Analysis* – Students write a short critical review of the audiobook using *Audiobook Lexicon* terminology. This exercise fosters close examination of the interaction of audio and content and extends instructional emphasis on audio.
- Challenge upper-level students to complete each of the audio-specific pages using a variety of literary genres such as poetry, drama, short story, or non-fiction and to expand the *Listening & Literacy* activity to compare and contrast the impact of audio on each type of literary work.

Sound Learning Activity Table (in order of appearance in Guide above)

Level	Activity
1. Introducing audiobooks	What's Your Listening Style
	Active Listening
	Audiobook Lexicon
2. Integrating with your routine	Listening Log: Listening Selection
	Listening Log: Daily Listening
	Listening Log: Developing characters with Narration
	Listening Log: Creating the Setting with Sound
	Listening Log: Point of View
3. Enhancing advanced listeners	Listening Log: Listening & Literacy
	Listening Log: Text-to-Self or Text-to-World Comparisons
	Listening Log: Text-to-Text/Movie/Game Comparisons
	Listening Log: Summary Skeleton
	Listening Log: Critical Audiobook Analysis