

# AUDIO

## Audio Story Overview

**GOAL:** Create an audio file of music and other sounds to represent a story with various moods.

Measurable Learner Objectives	Crosswalk to Show-Me Standards	Instructional Activities	Assessment
Import sound files. D2	1.4, 1.8	<p>Determine a story to be created. Key the story outline and submit it to the teacher for approval. Decide on the music and audio clips to be used to represent the various mood changes in the story. Your production should be at least 60 seconds in length, but not longer than 90 seconds. The maximum continuous audio or music clips from any one source should be 15 seconds. Use copyright guidelines when creating your audio story. The audio will be from live feed and captured sources from a variety of resources. Edit sound files as needed for the final product. Copy sound files to a medium such as zip, CD, or hard drive.</p>	<p>Use the <i>Audio Story</i> assessment to evaluate the written plan for a story using music and sound clips, the effective use of effects used between moods, the length of the production, the use of appropriate copyright guidelines, importation and exportation, copying procedures, quality of audio files, and the submission of required sources and/or documentation. Evaluate whether the music and sounds represent the moods/atmosphere for the story described in the written plan. Also, evaluate file management.</p>
Create audio files (MIDI). D3	1.4, 1.8		
Access and capture recorded and live audio from a variety of sources (e.g., laser disk, CD-ROM, video, microphone). D4	1.4, 1.8		
Edit sound files. D5	1.4, 1.8, 2.2		
Manage files. A7	1.4, 2.7		
Use organizational tools to plan multimedia products (e.g., storyboarding, outlining, branching). A19	1.8, 2.7		
Demonstrate ethical behavior when designing multimedia applications. B1	4.4		
Proofread and correct multimedia documents. A14	CA1, 2.2		