

## Lesson Plan: Sound (Class 6)

Subject	Science
Grade	6
Chapter	Sound
Duration	360 Minutes
Learning Objectives	<ol style="list-style-type: none"><li>1. Understand how sound is produced and travels through different mediums.</li><li>2. Explore vibrations, pitch, and volume through real-life experiences.</li><li>3. Apply knowledge of sound in solving real-world problems using technology.</li><li>4. Create a real life project analysing various sounds and their usage.</li></ol>

### Lesson Flow & Activities

Topic	Activity (Learning Approach)	Technology Integration
Introduction to Sound	Activity: Feeling the vibrations – Students are asked to place hands on their throat while speaking and observe vibrations. Strike a metal spoon against a desk and feel vibrations. Discussion on everyday sounds and why objects produce different sounds.	Use of slow-motion videos to show vibrations of musical instruments. Use of mobile apps like Audio Spectrum Analyzer to analyze voice / sound frequencies. Record it in their copy and later they will be asked to put in the spreadsheet. Add Screenshot of the App
How Sound Travels?	Activity: Testing sound in different mediums – Clapping in the air, tapping stones in water, and listening through a wooden table. Discussion on which medium allows sound to travel fastest.	Use of smartphone recording features to compare sound quality in different mediums. Also Map it with frequency ad record it in a spreadsheet to analyse later.
Pitch, Loudness & Frequency	Activity: Making a simple musical instrument using rubber bands and a box. Observing how tightness and thickness affect pitch. Discussion on why different strings produce different sounds.	Using a sound frequency analyzer app to measure different pitches. Record observations on a spreadsheet to analyze.
Project Work – Sound Mapping (Optional)	<p>Project: Creating a digital sound map of the school. Students record different sounds (footsteps, birds, fans, etc.) and categorize them as natural, human-made, or mechanical.</p> <p>If any Group of students want to go creative they can create their own tune using AI tools</p>	Use of sound editing software like Audacity. Uploading sounds onto a digital map using Google My Maps or a presentation tool.