



JOURNALSIM & FILMMAKING WORKBOOK

SOUND DESIGN

WEEK 13
CHAPTER 11
GRADES 9-12

LENGTH: 60-90 MIN.

OBJECTIVES

Students will...

- Explore the impact of sound in storytelling
- Learn to layer music, narration, ambient audio, and effects to enhance their films
- Assess their current edit for audio opportunities
- Begin integrating key sound elements

MATERIALS NEEDED

- MY HERO Journalism & Filmmaking Workbook (119)
- Student notebooks or paper (to take notes)
- Writing utensils
- Computers (to edit on)
- Video Editing Software - ex. iMovie, DaVinci Resolve, etc.
- **Accompanying Slide Deck**

ADD'L RESOURCES & LINKS

- **Should I Use AI?**

OVERVIEW

- Watch and Learn: Editing
- Reassess, Regather, Rewrite
- Continue Editing

OPENING DISCUSSION

Watch and Learn

Sound design is one of the most underrated aspects of making a film. Think sound design isn't exciting or important? Here is a video called [The Beautiful Lies of Sound](#) that shows just how fun and valuable it can be. Total run time for the video is 17 minutes.

DIFFERENT PARTS OF SOUND DESIGN

On pages 121-124, read about the different parts of Sound Design:

- Music
- Narration
- Interview Audio
- B-roll Audio
- Audio Effects and Stock Sounds

CREW MEETING

Meet with your film crew to discuss how you're using these elements in your film and how you can enhance your storytelling with them.

Music | Narration | Interview Audio | B-roll Audio | Audio Effects and Stock Sounds

HOMEWORK

Continue working on edit to meet deadline