

#155 - Creating With Audio

7:25

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SPEAKERS

Transition Music with Rena's Children, Paul Beckermann

Paul Beckermann 00:01

Welcome to Tech Talk for teachers. I'm your host, Paul Beckerman.

Transition Music with Rena's Children 00:06

Check it out. Check it out. Check it out. What's in the toolkit? Check it out.

Paul Beckermann 00:16

The topic of today's episode is "Creating With Audio." Audio often gets overlooked when we ask our students to complete creative projects. It's almost like audio is taken for granted. Yet audio is all around us. Historically, people have connected audio with radio or spoken word. While radio is still around, it's morphing into web and app-based streaming services. Podcasts have seen a dramatic rise in popularity in the past few years, largely because they allow us to listen while we're multitasking and getting other things done in our daily lives. Audio is also the foundation upon which video is built. If you strip out the audio from the video, it changes the effect completely. For me personally as a musician and podcast host, audio is my favorite type of media. I love it. In the episode today, I'll explore some Audio Recording and production tools and then share some integration ideas for how you might use audio in your classroom. Let's begin with the tools you need.

Transition Music with Rena's Children 01:19

What are some cool tech tips that I can use? Instructional technology.

Paul Beckermann 01:27

As a starting point, you're going to need some sort of computer; a Chromebook or laptop or tablet will work. Students can even use their phones if you want. Then you'll need to decide what software you want your students to use. You might make this choice for your students or give them several options and let them decide which best fits their needs. Here's some free or mostly free software options to consider. First, think about your learning management system or your LMS. If your LMS has an integrated audio recorder, maybe it's embedded into a discussion or an assignment feature, this might be your easiest option. Your students probably already know how to access it and, ideally, even use it. This cuts a barrier out of the process because they don't need to learn the new tool. Number two: Vocaroo. This is a great option. If you're looking for something really simple. Students are greeted with a clean webpage that has one button on it makes it super easy for them to know what to do. They click that one red button to begin recording. It's really intuitive, then they can pause, restart or stop. When they stop, they're prompted to share audio can be shared with either a link or downloaded. Number three: Online voice recorder. This is similar to Vocaroo and that it's really simple. Click the button to record. This option does add the feature that lets you trim the beginning or end if needed, and the finished recording must be downloaded. Number four: TwistedWave. This is a good intermediate choice if you want your students to begin editing their audio. It's browser-based and lets you record and produce single track files up to five minutes with the free version. It's more robust than those start and stop one tape recorders. But it's also more stripped down and the full featured editing suites. Number five is GarageBand. This is the first of the more sophisticated editing suites. If you're an Apple user and looking to do more advanced editing and production, this is probably your best option since it comes free with iOS devices. It features robust grade of tools, effects, virtual instruments, and advanced mixing capabilities. Number six is Audacity. This is a top choice if you're working on a Windows device. It's a free, easy to use multi-track audio editing suite that offers advanced features such as recording, import, export editing plugins and effects. Downloads are available for Windows, Mac, and Linux. There's even a Google Chrome extension version of Audacity that can be used on Chromebooks. And number seven, Soundtrap. This a great choice if you're looking for a web-based recording suite to use on a Chromebook. While it's a freemium product, the free version offers unlimited projects, multiple tracks, 900 loops, 210 instruments and sounds, and over 150,000 sound effects from freesound.org. There's a collaboration feature and the ability to interview a virtual guest in podcast mode. I could go on and on. There are so many options out there, but these are good places to start. Next, let's take a look at how students might use audio in your classroom. Integration inspiration. Integration ideas. We'll start with five simple projects. The first one is a read-aloud. Have students record themselves reading. It gives them practice and provides you with a record of their progress. The second is storytelling. Have students tell their stories. This is a great way to have students connect their personal experiences to your course content. Third, language practice. Students can speak and then listen back to themselves speaking. This can be really eye opening and insightful. Fourth, conduct interviews. Students can record conversations maybe with classmates or community experts. They might even roleplay characters or historical figures. And five, musical performances. Students can record themselves playing an instrument or singing a song. This could be an original composition or a cover song. So, those are some good places to start. Let's take a look at five advanced projects. The first of these is podcasts. You're listening to a podcast right now. Why not have students

create their own? It's a great way for them to process content and practice communicating. The second is to produce a radio show. This is pretty similar to a podcast, but it would have a less rehearsed and more live feel to it. It might be a good choice if you have less time to polish the performances. Third, produce an audiobook. This is similar to a read-aloud, but students can edit and polish their performances to be shared with others. It can be a great way to have older students read virtually to younger ones. Fourth, create a musical production. Students can compose, record, edit, and produce a more polished piece of music. Students can write about an academic topic or create content to a personal experience. This would have been a personal favorite of mine. And five, create an audio guide. Think of this as one of those audio guides that you'd listen to as you take a tour or walk through a gallery. In this case, students could create their own virtual audio tour. It's a great way for them to demonstrate what they've learned and to share with others. Again, there are far too many options to share in this short podcast episode. If you'd like to learn more about today's topic, I'd encourage you to go to [AVID Open Access.org](https://www.auid.org) and search for the article title, "Hear It, Say It, Play It: The Power of Audio and Studio Creation." You'll find many more tools and integration ideas posted there. And of course, be sure to join Rena, Winston, and me every Wednesday for our full-length podcast, Unpacking Education, where we're joined by exceptional guests and explore education topics that are important to you. Thanks for listening. Take care, and thanks for all you do. You make a difference.