

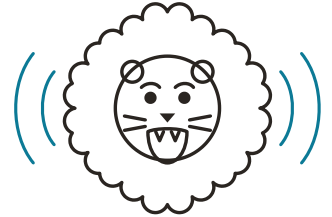


Activity 3

Why can you feel a lion roar?

Why can you feel a lion roar?

Some sounds you hear with your ears. Some you feel in your tummy. What makes them different?



Let's find out

You will need

A baking tray or a tin with a lid · a small handful of dry rice · your voice

- 1 Turn the tray upside down. Sprinkle the rice on top.
- 2 Hum as **high** as you can, close to the tray. Watch the rice.
- 3 Now hum as **low** as you can. Your deepest, rumbliest note. Watch again!
- 4 Step back and try both. Which one still moves the rice from far away?
- 5 Put your hand flat on the tray and hum low. Can you feel it?

So what happened?

Sound is air **pushing**. Low sounds push in big slow waves that shove things hard and travel a long way. High sounds make tiny ripples that fade fast. Part of a lion's roar is too low for your ears to hear at all — you *feel* that bit. And it carries five miles, which is the whole point. The roar isn't for you!

Wonder about it

- ? Which note moved the rice more? Did that surprise you?
- ? When have you *felt* a sound? Thunder? A big truck going past?
- ? Why would a lion want a roar that travels so far?



Activity 3

Why can you feel a lion roar?

Draw it

Draw your lion roaring.

For grown-ups

Do the experiment before you explain anything

The explanation lands far better after a child has seen the thing happen. If you tell them first, they stop looking. These sheets are ordered that way on purpose.

Let the wrong answer happen

If they're confident about what will happen, don't correct them — let them test it. Being wrong and then finding out is the part that sticks.

The questions matter more than the activity

The "wonder about it" questions have no single right answer. They get a child applying the idea somewhere new, which is the difference between learning a fact and understanding something.

In a classroom

A 15-minute station for a small group, needing nothing you'd have to buy. Print and copy freely. Leo & Nova is an animated series for curious children aged 5–10 — one real question per episode, with a real answer at the end.

Like this one?

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