ENTRANCE

EXIT

THE SCIENCE MUSEUM

7

INSTRUCTIONS

1 Choose one of the three cavemen music sheets and start the **Audio Amplitude** on Phyphox. Press **play**. Your phone now measures the **intensity of your voice**.

2 Start **screaming the sounds, trying to reproduce the shape of the graph** as closely as possible.

3 Compare the graph obtained on Phyphox with the original one. The team which has the **closest graphs wins the round**.

FOR INFORMATION

Strong sound — weak sound

short sound — long sound

MUSIC SHEET 1

BAH BAH BAH BAH   OOOOOOOH   OUH BAH   OUH BAH

MUSIC SHEET 12

OH   OH   OH   GRRR   GRRR   AAH   aah   AAH   aah

MUSIC SHEET 13

BWEU   BWEU   GAAAH   GAAAH   OOOOOUUUUUUUHHHH
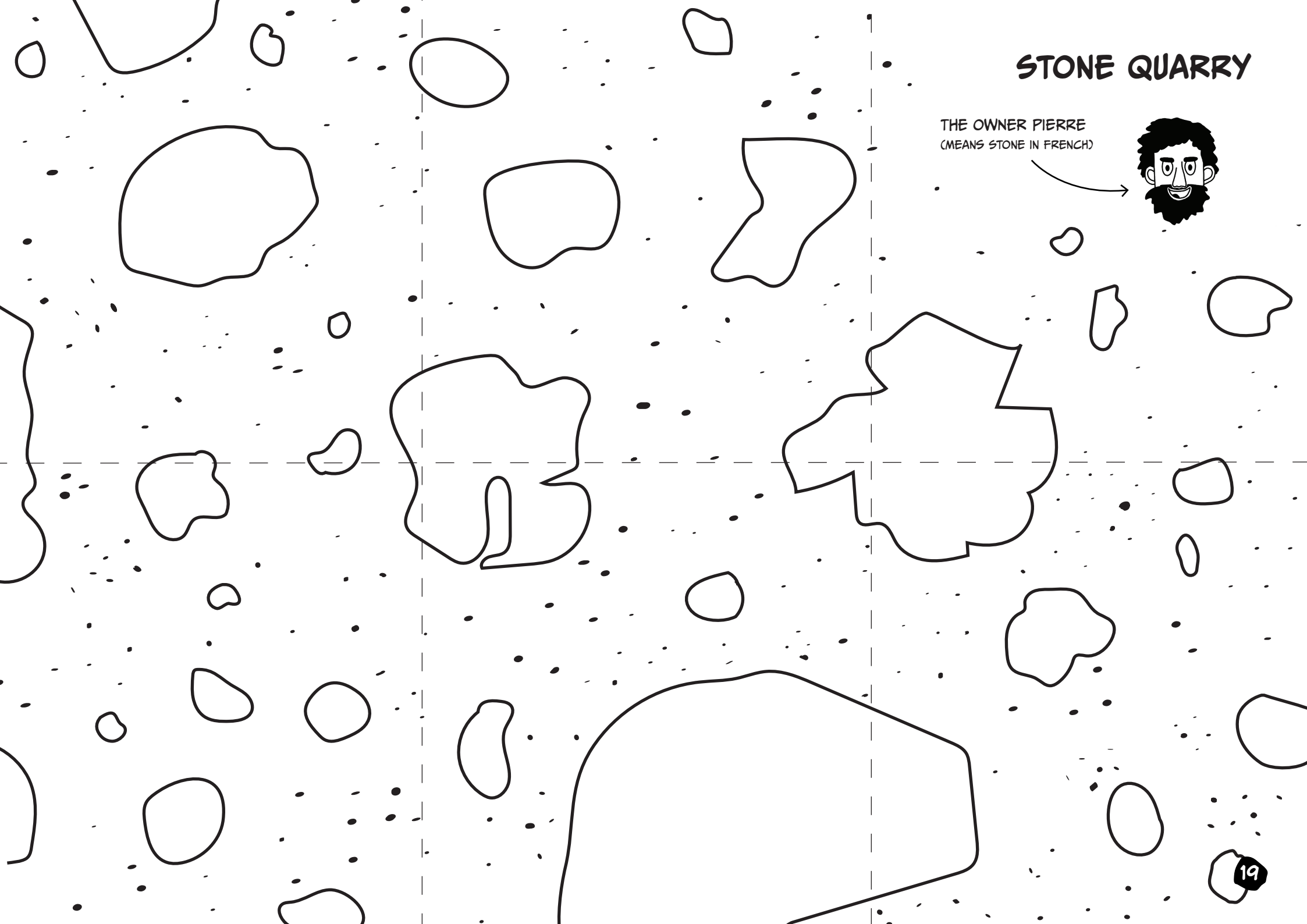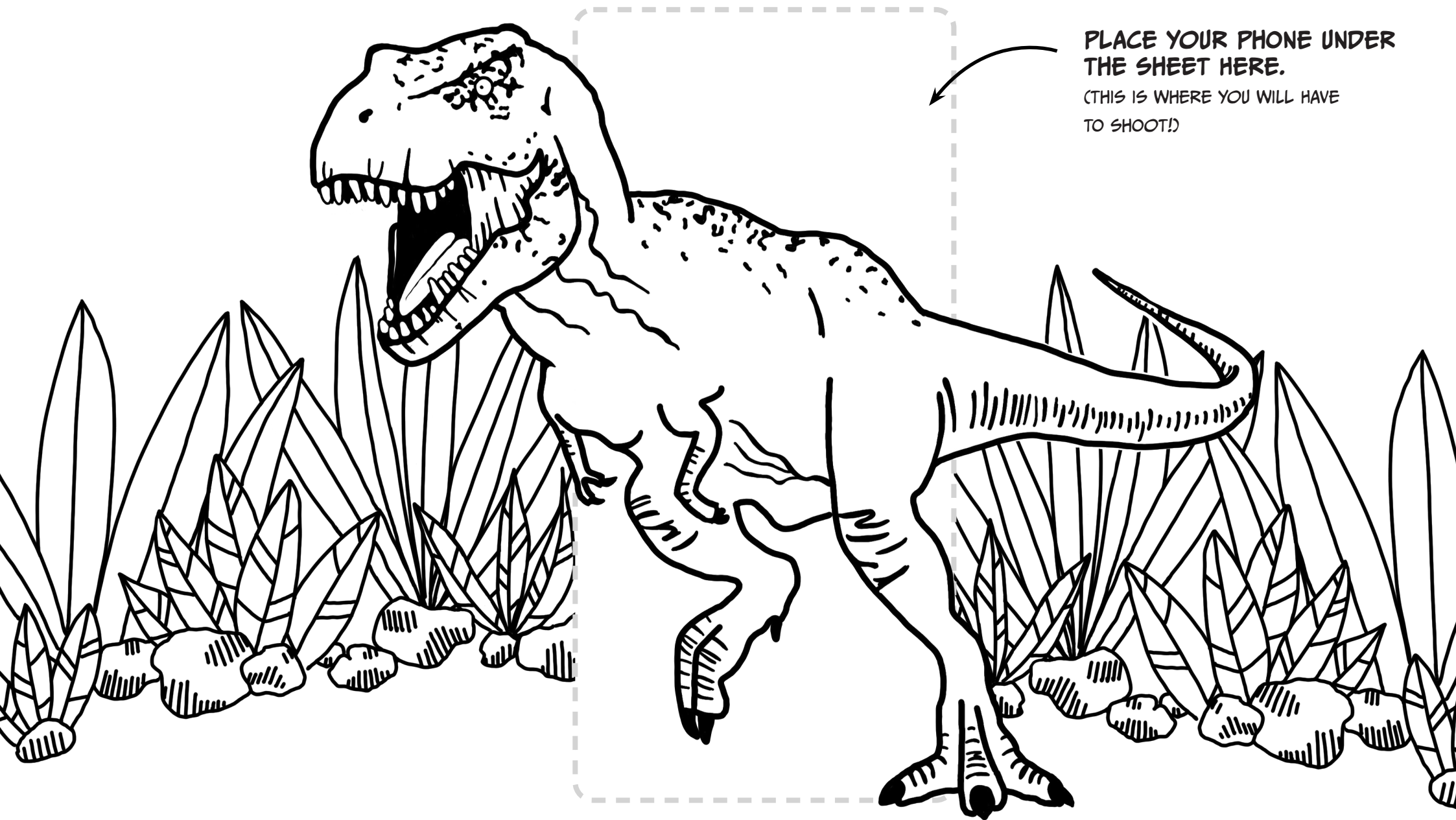
THE OWNER PIERRE
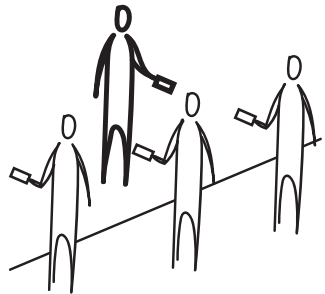(MEANS STONE IN FRENCH)

PLACE YOUR PHONE UNDER THE SHEET HERE.

(THIS IS WHERE YOU WILL HAVE TO SHOOT!)

INSTRUCTIONS

1 A **dancing leader** is chosen in each team. He chooses a c**horeography** and stands in front of the other players of his team.

**2** Whether you are leader or follower, **hold your phone flat** in your hand.

3 All players choose the **Gyroscop**e on Phyphox and press **play**. The smartphone will measure the s**peed and direction of rotation** of each player.
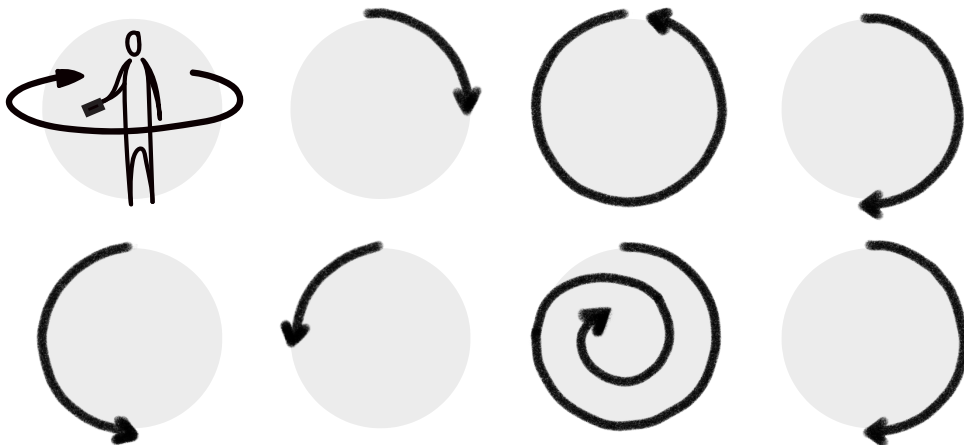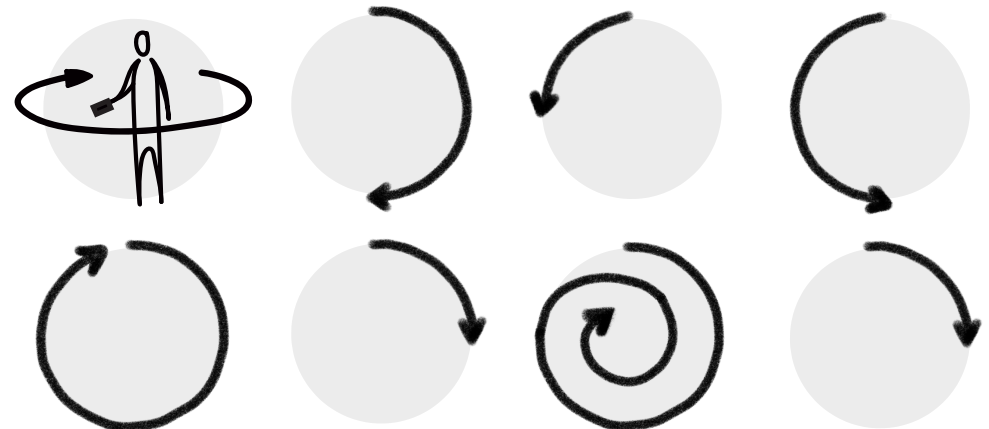
4 The leader follows the symbols of the choreography **by turning on himself**. The followers **turn in the same direction** as the leader (beware of mirror effects).

5 The followers compare the graph **along z (the 3rd)** they obtained with that of the leader. The team **with graphs most alike wins**.

CHOREGRAPHY 1

CHOREGRAPHY 2

25
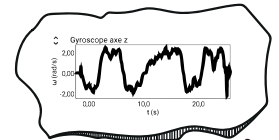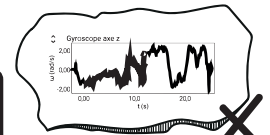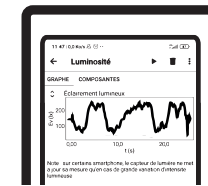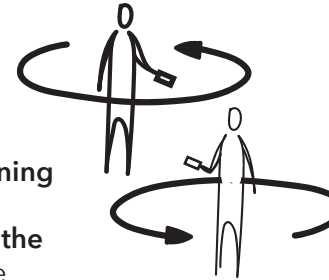
COUNT YOUR MEDALS ... WHO'S THE WINNER?

NAME OF THE WINNING TRIBE:

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CONGRATULATIONS.
YOU ARE THE TRIBE OF THE YEAR !!!

STONE-SIGNATURES OF THE MEMBERS:

February 2021