

- SPEAKER 1:** So how can you draw that in your model? And if somebody is, drawing it differently than you, that's OK. We want to see your thinking and the reasoning behind how you're drawing, how you're representing. These different aspects in your model.
- SPEAKER 2:** I think the other classes had like, eight or-- seven or eight different ways of showing what sound would look like if you could see it.
- SPEAKER 1:** Yes. Super cool. It's really interesting to see and we love it. So, whatever way you think that sound looks like or it could be represented, please do that.
- KEONIE:** So, what I observed is that his mouth was close to the glass, and so maybe when his mouth was close to the glass, it was making the glass vibrate, which also made the thing the metal thing in the inside vibrate, which maybe, possibly caused it to maybe-- maybe it started spinning too fast, and then it flew out. Also, what I observed was that at the beginning, when they did a close up of his mouth close to the glass, at first, his mouth was a big circle, and then, he had made it an oval. First, it was a circle, then it was an oval.
- SPEAKER 2:** Keonie, when you first-- can I ask you a question? Because when you first drew it, you just had the curves on the left. Why did you add more curves? More of the lines that you drew around him?
- KEONIE:** Because maybe another way that he could have make the glass break was that maybe it kind of surrounded the glass, cause, like, how I am talking to you right now, like, they could hear me. It's not just them that can hear me. My voice is, in a way, kind of traveling, like, it's bouncing off the walls or something. Maybe the sound, in a way, it kind of wrapped-- it kind of wrapped around the glass, which made [INAUDIBLE] the vibrating so intense that it broke the glass.
- SPEAKER 3:** So I actually-- what you were saying about the sound going in all directions, I mean, your voice is projecting that way, and yet, they can hear you, and all of us over here can hear you still. It's not like just because you're projecting one way, doesn't mean that whoever is right there, that's not the only person that can hear you. Everyone can. So if you were to like turn around, you'd be talking to the wall, but everybody could hear you.
- SPEAKER 2:** Just not as loud, maybe.
- SPEAKER 1:** Good. All right, and then, Keonie also drew this crescent-type things, but he drew it backwards. So his is bigger, and then, it gets smaller. And do you think that there's a connection between Keonie's and Rupiah's?
- GROUP:** Yeah.
- SPEAKER 1:** They're all shooting out in different ways, which is really interesting to be thinking about.