Pick five students to perform aloud pages 4–8 from the book. Prior to a public performance, have students look through the pages and identify their character. Students can then use the scripts provided on this CD-ROM to practice their parts. Suggested props: lab coat and sunglasses for Max Axiom, robe and slippers for Al, hardhat for jackhammer worker.

**Main Script**

**Scene One: Max Axiom is sleeping...**

Sound effects person: Zzzzzzzzzz

Narrator: Super scientist Max Axiom’s peaceful slumber is about to end as his journey into the science of sound begins.

Sound effects person: Tatatatatata!

Max (waking up): What’s all that noise?

Sound effects person: Beep! Beep! Beep! Ringgg! Ringgg!

Max: Hello?

Al: Max! Are you up? It’s your neighbor, Al. Do you hear all that drilling and pounding? Can you believe...

**Scene Two: Max is now in his kitchen, getting ready to go outside...**

Max: How did my life become so full of noise?

Sound effects person (in a radio announcer voice): And in other news...

(followed by more sound effects) Whaackk! Tatatatat! Eeeeeeee!

Max: You know, I think it’s time to find out.

(Max is now in his lab coat) Loud noises can give you a headache, for sure, but sound can be pretty incredible when you get to know it. Come on. Let’s go on a journey into the amazing world of sound.

**Scene Three: Max goes outside and finds his neighbor Al yelling at a jackhammer worker.**

Al: You’re disturbing the peace! Can you hear me?

You’re disturbing the peace!

Sound effects person: Tatatatat!

Max: Uh, Al. I don’t think he can hear you.

Al: Disturbing the peace, I say!

Max: Clearly, this racket is driving Al crazy. Let’s take a look at how sound gets its power.

(Max looks toward the jackhammer worker through his x-ray vision glasses) Do you see that? Vibrations cause invisible waves in the air, sort of like throwing a pebble causes ripples in a pond. These waves make up what we call sound.

When an object vibrates, it actually causes nearby air molecules to bounce against each other. Their motion causes other molecules to bounce too. This transfer of energy moves outward from the source of the sound, creating sound waves.

Of course, some sounds are louder than others. The difference is called intensity.

Sound effects person: Tatatatatat! Tweet! Tweet!

Max: Stronger vibrations are more intense. They cause louder sounds. Loudness is also called volume. The higher the volume, the louder the sound.

Sound effects person: Putt! Putt! Putt!

Jackhammer worker (turning off his jackhammer to speak to Al): I have a job to do. Please leave me alone.
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Max: How did my life become so full of noise?

Sound effects person (in a radio announcer voice): And in other news... (followed by more sound effects) Whaackk! Tatatatatat!

Max: Eeeeeeeee!

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(More sound effects) Whaack! Tatatatat! Eeeeeeeee!

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