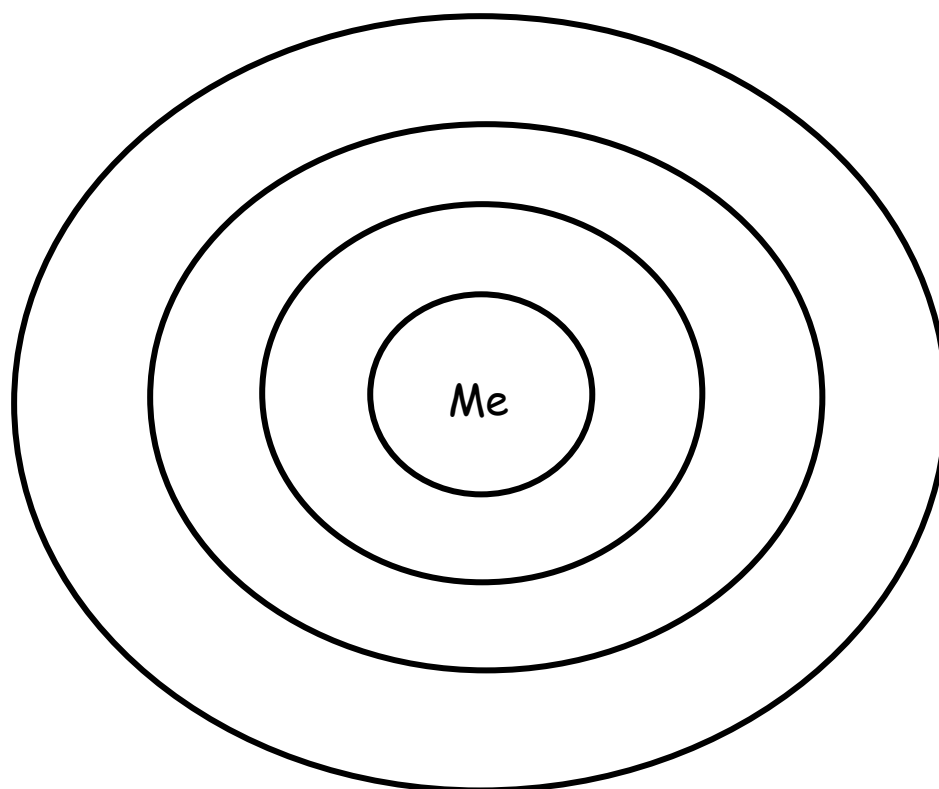


LO: to recognise that sounds get fainter as the distance increases.

My sound map:



Far