The purpose of the researcher’s project was to see if kids’ memories are affected by sounds and music. For the procedure, the researcher collected 15 subjects and prepared four Power Points of 20 slides each of various simple pictures. Each Power Point was shown to the subjects playing the four different types of music, no music, classical, rock, and white noise. After viewing each PowerPoint, the subjects were asked to write down all items they could remember. The data shows that overall the average score for no music was the highest with an average of 9.40 as the score out of 20. Rock music had the next highest average with 9.15. Third was white noise with an average of 8.87. The sound that had the lowest average was classical with 8.21 score. However, there were case by case examples of students scoring better with different types of noise. For example, Subject J scored 6 without noise and increased greatly to 11 with rock music and white noise. Subject H also showed an improvement with rock music scoring 15 compared to 13 with no noise. Also, this was the highest that any subject tested on any noise type. The researcher’s hypothesis was not supported through this research project. The researcher anticipated that classical would score the highest overall and in the study it actually had the lowest average. Implications for this project would be to look at students on a case by case situation and determine whether music/sound would be appropriate during study time or not.