



## Score your Story

### Group Project

Explore how composers and animators work together to bring a story to life! In this activity, students will create a short scene and design a basic soundtrack to gain insight into how multimedia projects like *Philharmonia Fantastique* are made.

#### Materials Needed:

- Storyboard template or blank paper
- Markers or colored pencils
- Classroom instruments (if available)

#### Step 1. Create a Mini Storyboard

Divide students into small groups. Each group selects a prompt from the list below to serve as the basis of their scene. Have students work together in their group to create a 6-panel storyboard with a beginning, middle, and end. Students can write or sketch what they imagine happens on each panel of their storyboard.

#### Story Prompts:

- The forest comes to life
- An animal discovers a mysterious object
- A spaceship crashes on Earth
- A person discovers they have superpowers

## Step 2. Design a Soundtrack

Next, have students brainstorm or experiment with sounds for each panel of their story. Prompt each group to consider the following:

- **Mood:** What feeling should the music have? (e.g. nervous, playful, dreamy)
- **Instruments & Sounds:** What sounds match this mood? Do the sounds of certain instruments best create this mood?
- **Tempo & Dynamics:** Should the music be fast or slow? Loud or soft? How should the music change as the story progresses?

Encourage students to use their voices to hum a melody, add body percussion to create accompaniment, and/or use classroom instruments (if available) to experiment. When they have decided on their soundtrack, have each group note the key musical elements underneath each panel of their storyboard.

## Step 3. Share the Scene

Ask each group to present:

- Their storyboard: Tell the story of the scene they created
- Their soundtrack: Describe and/or perform the sounds for each panel
- A brief reflection: Why did they choose these musical elements?  
How did designing the soundtrack enhance their story?

TITLE \_\_\_\_\_

EXPOSITION

MUSIC: \_\_\_\_\_

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CONFLICT

MUSIC: \_\_\_\_\_

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RISING ACTION

MUSIC: \_\_\_\_\_

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CLIMAX

MUSIC: \_\_\_\_\_

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FALLING ACTION

MUSIC: \_\_\_\_\_

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RESOLUTION

MUSIC: \_\_\_\_\_

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