

# COMMUNICATING THE MESSAGE

## LESSONS USING SAINT SAËNS ON CD

### TRACK 21



#### Tell Me a Story: Setting the Scene and Character

##### Description/Instructions:

- This lesson will help students identify tools used in music.
- The activity continues to develop listening skills while exploring the ability music has to tell stories.
- Keep the composer's title a secret until students have done their sleuthing.
- Ask students to listen to the music with their eyes closed, or while drawing what they hear.
- **Suggested Activity Progression**
  - Listen to Track 21 using Yellow Activity Cards 1 and 2.
  - Question additions to Yellow Activity Cards 1 and 2:
    - \* What instruments do students hear?
    - \* What is the mood created by the piece? (The mood is established by the piano, which sets the scene with slow, calm music.)
    - \* What kind of day does the music describe? Windy? Calm? Stormy?
    - \* Why? What does the music do to create that idea?
    - \* What animal does the other instrument (clarinet) make students think of? Can students identify the instrument?

| Track #  | Composer    | Selection                             |
|----------|-------------|---------------------------------------|
| Track 21 | Saint Saëns | "Cuckoo" from Carnival of the Animals |

#### Tell Me a Story: Setting the Scene and Character Lesson Goals

- Discover the narrative capabilities of music
- Develop critical listening skills
- Discover music elements used to create messages
- Compare story elements with elements of music
- Create a story and/or artwork in response to a specific piece of music

#### Student Assessment Prompts

- What different characters did students come up with? All the same? Varied?
- How would you rate the ease with which students are now talking about what they hear in a piece of music?
- Were students able to identify the instruments that portrayed their character?
- Have students been able to tie their ideas to specific instances in a piece of music?