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# PANDORA'S BOX

## Objectives

- Students will be able to express story themes and characterization through improvisation in music and drama
- Students will know the structure and elements of a myth
- Students will collaborate and select characters, settings, and best ways to dramatize a scene
- Students will develop improvisations into scenes for shared performances
- Students will demonstrate an understanding of the characters they portray by creating appropriate dialogue and using appropriate voices, body movement and gestures
- Students will collaborate to establish playing spaces for their dramatizations, select props, and utilize the space for staging
- Students will work to express the themes, plot, characters and settings through music (instrumental and vocal) and drama and see how each art form enhances a scene
- Student will evaluate their improvisations and try alternate ways to develop each scene
- Students will perform expressively on instruments
- Students will sing expressively
- Students will develop arrangements of pieces they learn to play or sing

**National Standards for Theatre: Standard #1, 2, 3, 4, 6, 7**

**National Standards for Music: Standard #1, 2, 3, 4, 6, 7, 8, 9**

## Materials

- Collections of Greek Myths
- Boomwhackers, hand drums, recorders, soprano, alto, bass metallophones, soprano, alto, bass xylophones, contra bass bars, soprano and alto glockenspiels, triangle, chime tree. Some of these instruments can be substituted with boomwhackers or pieces can be performed without Orff instruments (see specific pieces for ideas)
- Scarves, pieces of fabric
- Pronunciation guide for character's names can be obtained online

## Prior Knowledge

- Students are familiar with the definition of improvisation in music and drama
- Students are familiar with the definition of a myth
- Students are familiar with the definition of pantomime
- Students are familiar with the pronunciations of the characters in the myth
- Students know how to play various unpitched percussion instruments
- Students know how to play Orff instruments

# The Animals' Gifts Track 7

Kimberly McCord

$\text{♩} = 100$

Musical score for measures 1-4. The score is in 4/4 time and consists of six staves. The top four staves are for Percussion: Soprano Glockenspiel, Alto Glockenspiel, Soprano Xylophone, and Alto Xylophone. The bottom two staves are for Bass: Bass Xylophone and Contrabass Bars. The Alto Xylophone and Contrabass Bars parts have a rhythmic pattern of eighth notes: C4, D4, E4, F4, G4, A4, B4, C5.

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Musical score for measures 5-8. The score is in 4/4 time and consists of six staves. The top four staves are for Percussion: SG (Soprano Glockenspiel), AG (Alto Glockenspiel), SX (Soprano Xylophone), and AX (Alto Xylophone). The bottom two staves are for Bass: BX (Bass Xylophone) and CBB (Contrabass Bars). The AX part has a rhythmic pattern of eighth notes: C4, D4, E4, F4, G4, A4, B4, C5. The BX and CBB parts have a rhythmic pattern of eighth notes: C4, D4, E4, F4, G4, A4, B4, C5.