

# **Introduction – Inspiration**

*Magic* is a movement of a larger work called *Storm* based on Shakespeare's play *The Tempest*. The music tells the story of *The Tempest's* natural environment: sea, wind, waves, air, and also magic and the spirit world.

The Tempest was first performed in 1611. The play is about Prospero, a magician. He now lives on an island with his daughter Miranda. When Prospero's enemies are shipwrecked on the island by a *tempest*, Prospero sees his chance for revenge. Other important characters in the play are Ariel, a magical spirit, and Caliban, a monster.

Watch the film about the piece and answer the questions by ticking the most appropriate statement:

# 1. What does the word "tempest" mean?

- A) A magical spell
- B) A fierce storm
- C) A type of musical instrument

## 2. Where were Shakespeare's plays originally performed?

- A) The Royal Opera House
- B) The Globe Theatre
- C) Buckingham Palace

# 3. What unusual object did Judith Weir find that inspired her choice of instruments?

- A) A piece of driftwood
- B) A broken violin
- C) An old oil drum

#### 4. What instrument does Judith Weir describe as a dried-up husk?

- A) A guiro
- B) A piccolo
- C) A timpani

## 5. How does Judith Weir use music to represent the magical creatures in The Tempest?

- A) She includes sounds of real animals
- B) She writes loud drum beats
- C) She uses high-pitched piccolos

## 6. What musical ensemble is *Magic* composed for?

- A) A large orchestra and a choir
- B) 9 instrumentalists (3 cellos, 3 wind, 3 percussion), adult female voices and children's choir
- C) Singers and percussionists



# Magic - Musical Timeline

Listen carefully to the performance (ideally more than once) and put the seven sections of the piece into the correct order. You could cut them out and stick them onto paper or write out the features of each section below: **HINT** – look for the percussion instruments you can see playing!

Cellos change to <b>arco</b> (using the bows) and voices become <b>legato</b> (smooth)
Flute and piccolo have flurries between vocal phrases
Percussion also plays in between phrases instead of ostinatos
The "Moonshine" section – the children's choir represents the light of the moon
Flutes and piccolos have a rhythmic <b>ostinato</b> , and the vibraphone plays <b>chords</b>
The piece ends with flute and piccolo <b>chromatic</b> scales and a rumble from a thunder sheet
Gentle percussion <b>ostinatos</b> using vibraslap, guiro, and ratchet
<b>Piano</b> (quietly) <b>pizzicato</b> (plucked) cellos playing <b>minor</b> chords
Adult female voices singing <b>piano</b> (quietly) and mostly <b>staccato</b> (detached)
Second woodwind flurry – flutes and piccolos playing <b>scales</b> and <b>trills</b>
Voices and accompaniment carry on during the flute and piccolo part this time
The piece starts with gentle percussion <b>ostinatos</b> using stones, tambourine and shaker
<b>Piano</b> (quietly), <b>pizzicato</b> (plucked) cellos playing <b>major</b> chords
Adult female voices singing <b>piano</b> (quietly) and <b>staccato</b> (detached)
A referee's whistle sounds, and the music gets louder ( <b>crescendo</b> )
The flutes and piccolos play <b>chromatic</b> scales, and the cellos play fast <b>tremolos</b>
First woodwind flurry – flutes and piccolos playing <b>scales</b> and <b>trills</b>
1
2
3.
s
4
5
6
<u> </u>
7
-

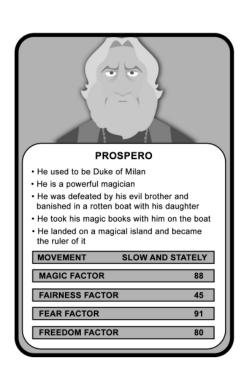


# The Tempest - Musical Character Profiles

Plan the music you would like to hear when each character steps onto the stage. Read their profiles, think about their physical characteristics and their personalities.

For **tempo**, choose whether they will move slowly, moderately, or quickly. For **metre**, choose **3 beats in a bar** for a graceful or playful character, or **4 in a bar** for a solemn or aggressive character. For **dynamics**, choose **piano** (quiet), **mf** (medium loud), **forte** (loud), or **ff** (very loud). For **articulation**, choose **staccato** (detached) or **legato** (smooth) depending on how you'd like them to enter the stage.

Prospero's has been done for you as an example.



### Prospero

Tempo: slow

Metre: 4 in a bar

Dynamics: forte

Articulation: *legato* 

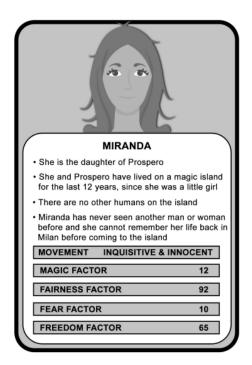
### Miranda

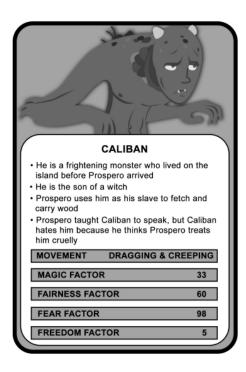
Tempo:

Metre:

Dynamics:

Articulation:





### Caliban

Tempo:

Metre:

Dynamics:

Articulation:

### Ariel

Tempo:

Metre:

Dynamics:

Articulation:





# Magic - Creative Responses

**WRITING** - Write a poem or short story with one of the following titles:

- Stranded on a Desert Island
- The Storm
- Magic and Monsters

Start by listing as much descriptive vocabulary as you can about your chosen title. Think about all of the senses - what would you see, hear, touch, smell, and taste in each scenario?

**ART** – Draw or paint different types of magical effects:

- Ice magic draw geometric fragments and elongated diamonds with light blue edges
- Earth magic draw geometric fragments with brown edges and a light brown background haze
- Fire magic draw overlapping red & orange lines leading to a jagged fire ball, like a comet
- Water magic draw dark blue curved lines and swirls with light blue shadows
- Raw power draw jagged lightening in yellows and purples

You could even create a battle scene with different characters casting different types of magic!