

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!

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

1. _____

2. _____

3. _____

4. _____

5. _____

6. _____


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

- He used to be Duke of Milan
- He is a powerful magician
- He was defeated by his evil brother and banished in a rotten boat with his daughter
- He took his magic books with him on the boat
- He landed on a magical island and became the ruler of it

MOVEMENT	SLOW AND STATELY
MAGIC FACTOR	88
FAIRNESS FACTOR	45
FEAR FACTOR	91
FREEDOM FACTOR	80


Prospero

Tempo: *slow*

Metre: *4 in a bar*

Dynamics: *forte*

Articulation: *legato*



MIRANDA

- She is the daughter of Prospero
- She and Prospero have lived on a magic island for the last 12 years, since she was a little girl
- There are no other humans on the island
- Miranda has never seen another man or woman before and she cannot remember her life back in Milan before coming to the island

MOVEMENT	INQUISITIVE & INNOCENT
MAGIC FACTOR	12
FAIRNESS FACTOR	92
FEAR FACTOR	10
FREEDOM FACTOR	65


Miranda

Tempo:

Metre:

Dynamics:

Articulation:



CALIBAN

- He is a frightening monster who lived on the island before Prospero arrived
- He is the son of a witch
- Prospero uses him as his slave to fetch and carry wood
- Prospero taught Caliban to speak, but Caliban hates him because he thinks Prospero treats him cruelly

MOVEMENT	DRAGGING & CREEPING
MAGIC FACTOR	33
FAIRNESS FACTOR	60
FEAR FACTOR	98
FREEDOM FACTOR	5

Caliban

Tempo:

Metre:

Dynamics:

Articulation:

Ariel

Tempo:

Metre:

Dynamics:

Articulation:



ARIEL

- Ariel is a magical spirit
- Before Prospero arrived on the island, Ariel was imprisoned by a witch
- Prospero freed Ariel from the witch and asked Ariel to be Prospero's servant
- Ariel hopes that one day Prospero will grant freedom to Ariel

MOVEMENT	FLOATING & DANCING
MAGIC FACTOR	94
FAIRNESS FACTOR	87
FEAR FACTOR	80
FREEDOM FACTOR	12

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!