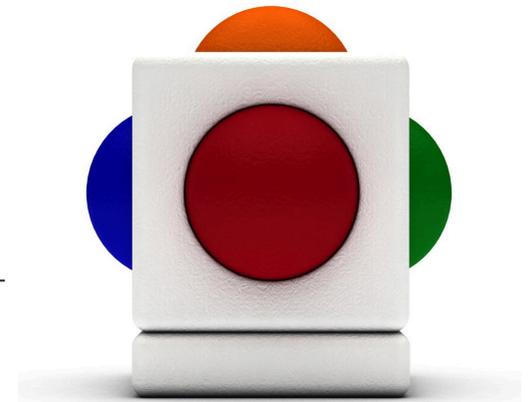


# Lesson Pinocchio

Aimed at Key Stage 2 Music students but also suitable for use with ages 5+



# In this lesson

This lesson plan is based on the resource originally featured in the FILMCLUB Guide to Key Stage 2 Music. FILMCLUB has a host of film-related educational resources on their website, to find out more, visit their website: [www.filmclub.org](http://www.filmclub.org).

- How volume can affect the emotions conveyed in a scene
- How sound effects can be used to enhance emotions
- How effects on different musical instruments can be effective in conveying emotions



## Learning Outcomes

Reference with National Curriculum Music Key Stage 2:

- 1.B Play tuned and untuned instruments with control and rhythmic accuracy
- 1.C Practise, rehearse and present performance with an awareness of the audience
- 2.A Improvise, developing rhythmic and melodic material when performing
- 2.B Explore, choose, combine and organise musical ideas within musical structures
- 3.A Analyse and compare sounds
- 3.B Explore and explain their own ideas and feelings about music using movement, dance, expressive language and musical vocabulary
- 3.C Improve their own and others' work in relation to its intended effect
- 4.B How the combined musical elements of pitch, duration, dynamics, tempo, timbre, texture and silence can be organised within musical structures and used to communicate different moods and effects

## Support Materials



- The film [Pinocchio](#) (1940, U) 5+ 83 mins
- Skoog - 2 ideally
- 1 Microphone for recording own samples

Lesson with progression and or differentiation.

Originally designed by FILMCLUB  
Adapted to the Skoog by Maggie Tam



# Pinocchio

This lesson is based on the Disney film, Pinocchio, and involves students and teachers watching the film together, then partaking post-viewing activities.

## What's this film about?

Animated fable about toymaker Gepetto and his wooden puppet Pinocchio, who is brought to life after he wishes for a son.

## Why this film?

When the toymaker Gepetto wishes for a son, the Blue Fairy gives him a chance by bringing his wooden puppet Pinocchio to life. Through a series of marvellous and occasionally terrifying adventures - including being swallowed by a whale, kidnapped by a circus and turned into a donkey - the puppet learns about courage, kindness and honesty. But can he ever become a real boy? Pinocchio was the first animated feature film to win Academy awards and won the Oscar for Best Song and Best Soundtrack in 1941.

## What the critics think

"I love this film it was on big adventure."

FILMCLUB Member, Ellie, aged 8

"Although the animation shows its age, the characters and songs are as distinctive as ever."

Alan Robinson, Empire Online



# After the film: Discussion

After watching the film, discuss with your students using these questions as a guide. The questions below relate to Chapter 18 of the DVD: 'Lampwick Makes a Jackass of Himself'.

1. Watch the scene where Lampwick turns into a donkey without music. How does it make you feel? Play it again with the sound on but close your eyes. Does it make you feel any different? Why do you think that is?
2. How does the volume change during this scene?
3. What sound effects are used? How do they make the scene more scary?
4. How could you make this scene less scary for small children just by changing the music?

## Teacher Notes

1. Students may feel that the scene is more distressing when just listening to the soundtrack and not watching the images. They may find it funny to watch without the sound. Ask students to identify the emotions that they feel.
2. The volume increases throughout this scene in order to mirror the distress and confusion of Lampwick as he turns into a donkey. The string instruments build up and switches from the occasional blast of trumpet to screeching strings that speed up and get louder as Lampwick realises what is happening to him. As Pinocchio makes his escape the volume dips and rises until it going very soft when he dives into the sea.
3. The sound effects include the crack of the whip, the trumpet when Jiminy Cricket realises that the boys turn into donkeys, a chime when Lampwick spits by the pool table, donkey hooves banging and the mirror smashes.
4. Students may suggest making the volume level throughout, or even that the scene should be even scarier in order to encourage children to stay in school!



# After the film: Activity

Using your ideas from questions four in the discussion, get the whole class to compose an alternative soundtrack for this scene!

## 1. Choose an instrument

Decide what sound will convey the emotions that you want to bring out in this scene. A great place to start is to experiment with one of the Skoog's dynamic instruments:

1. Go to the [Instruments Tab](#) 
2. Point and select one of the 12 instruments icons on the tab - the text in the bottom indicates which instrument is currently selected.
3. Go back to the [Skoog Tab](#)  and adjust sensitivity for this new instrument.
4. Experiment with the different ways of playing the Skoog - hitting, squeezing, punching - how does it affect the sound that it is making?

## 2. Choose sound effects

What sound effects would you like to include in your sound track? What will be effective for this scene?

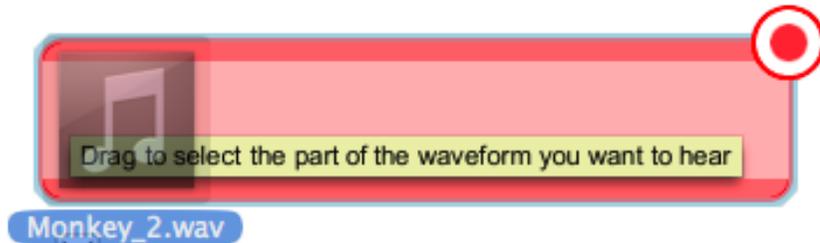
If you are working with one Skoog, you can add your sound effects (especially if they are of a certain length) as a backing track:

1. Locate your sound file in your file browser
2. Simply click and drag it to the Loop Player in the Skoogmusic window (where it says [Drag preset or backing loop](#)).
3. Once imported (when the border stops blinking and the player reads [Ready!](#)), click on [Play](#) to start looping your sound.



If you have 2 Scoogs available, you can dedicate one of your Scoogs for sound effects only by using samples.

1. Go to the [Samples Tab](#)
2. If you want to use an existing audio file, just drag it into one of the Waveform boxes:



3. You can also record your own sound effect onto each side of the Scoog. For this, make sure you have a microphone connected to your computer.
4. Pick a side to record on, and on its waveform box, click on the red record button in the top right corner to start recording. Be creative and record a sound effect of your choice.

3. Trim out any silence (the flat bits!) - select the biggest peaks in the waveform in the orange box (the actual sample that we want) then click on the scissors to the left to trim.



4. Click on either [Scrub](#), [Trigger](#), or [Press&Hold](#) to play.

### 3. Perform your soundtrack!

Play around with your Scoog(s) and the sound effects and come up with some ideas for the alternative soundtrack. Once ready - perform your soundtrack to your class alongside the film playing on mute.



Lesson Pinocchio

**FOLLOW UP ACTIVITIES** Get your students' voices heard by joining FILMCLUB and writing reviews at [www.filmclub.org](http://www.filmclub.org)



## For more information

For more ideas on creating music with the Skoog, see [Chapter 6](#) of the Skoogmusic User's Guide.

You can also find comprehensive information about procedures and concepts in the Skoogmusic User Guide. To access the Skoogmusic User Guide, choose Help menu > User Guide...

To access Skoog related resources on the web, visit <http://www.skoogmusic.com/resources>

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