

The Magic Scarf Part 1 and 2 Interactive Musical Adventures

Instruction sheet

Welcome to the Magic Scarf interactive musical adventure series. These videos are designed to be fun, to encourage the participants to explore different sounds, to listen and to think creatively. They can be enjoyed as one full adventure or participants can skip to different sections depending on time and the needs of the individuals taking part. It can be enjoyed in a group or individually. Timings and explanations of each section are provided below. Each section has a different musical or creative outcome. A few resources are required for each video and should be made ready prior to watching. An effort has been made to keep these as few as possible however any additional instruments could be used to add extra stimulus.

The premise of these stories is the participants go on an adventure to different locations transported by their magic scarfs. At each location we explore our surroundings and take part in a musical activity, game or listening task. Participants will get to hear and see a clarinet, bass clarinet, drums, saxophone and guitar. Between each scene is a repetitive scarf transition where we are transported to the next place, in these sections encourage the participants to close their eyes and wave their scarves.

The adventures are made up of a number of scenes, each scene has a senses description section (eg. What can you see in the Jungle?) and a musical section (eg. Jungle exploring song). The description sections may be more suitable for some participants than others however everyone will be able to enjoy the musical parts. The suggested age range is from 6 - 14 however younger and older participants will still find things to enjoy.

During the videos space has been left for answering however you may need to pause if more time is required for thinking and processing. Repeat each section as needed.

Video 1 - The Magic Scarf - running time 30mins

Resources

- Sensory scarf/material/standard scarf
- Shakers/ maracas
- Drum (not essential, legs can be used as directed instead)

Scene 1 - Waking up scene and scarf introduction.

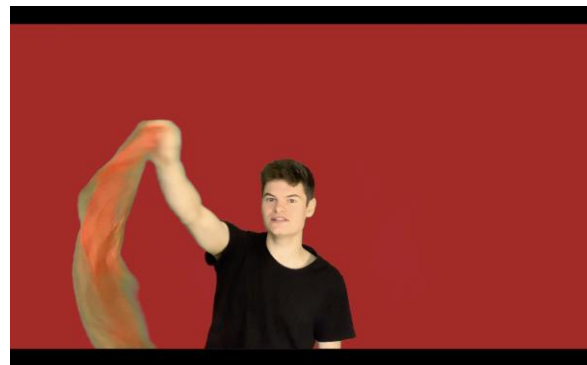
Time: 0:00 - 05:00

Waking Up 00:00 - 02:30

Scarf intro 02:30 - 05:00

Ensure scarves are ready and close to hand.
Encourage participants to copy actions and sounds.

This section sets the scene and we work go through a series of morning actions (eg. Brushing teeth). The participants then discover their scarves and explore them (sensory scarves enhance this section). They then discover they are magic and how they work.



Scene 2 - Jungle scene - Time: 05:00 - 15:20

Descriptions 05:00 - 09:00

Jungle song 09:00 - 15:20

Drums are needed for this section. Encourage participants to explore their senses and voices.
Scarves are need for the transition at the end.

In this scene we imagine what we could see, hear, smell and touch in the jungle. We then sing a song that focuses on keeping a beat, stopping on command and animal sounds.



Scene 3 - Cave scene - Time 15:20 - 22:45

Descriptions 15:20 - 18:10

Monster musical game 18:10 - 22:20

Shakers are needed for this section. Encourage participants to shake along to the beat and explore their senses. Scarves are needed for the transition at the end.

In this creepy cave scene the participants come across a monster. They need to shake along with the bass clarinet and freeze when it stops (musical grannies footsteps). This come be done sitting or standing depending on the needs of the participants.



Scene 4 - Sea storm scene - Time 22:45 - 28:45

Descriptions 22:45 - 26:00

Storm body percussion soundscape 26:00 - 28:45

No resources are required for this section however if rain shakers and thunder boxes are available these are a nice addition to add. Scarves are needed for the transition at the end.

In this section we are on the shore of an island and a storm is approaching. Encourage participants to explore their senses and then copy the actions to make a group rainstorm with our bodies. This may need more time as there are a few different body percussion sounds.



Scene 5 - Last scarf transition to home. 28:45 - end

The participants wave their scarves one more time before being transported home.

Video 2 - The Magic Scarf Part 2 - running time 23mins

Resources

- Sensory scarf/material/standard scarf
- Bubbles
- Extra - any shakers to join in with the last song.

Scene 1 - Scarf introduction - running time 00:00 - 01:20

Ensure scarves are ready. This scene re-acquaints the participants to their scarves and transitions to the first location.

Scene 2 - Under the sea - Time: 01:20 - 07:55

Descriptions 01:20 - 03:20

Breathing and relaxation exercise 03:20 - 07:55

Scarves and bubbles are needed for this scene.

This under sea scene is a calming and listening section. We are floating in the warm tropical seas and exploring our surroundings. It encourages participants to chill out and focus on their breath and bodies. If the breathing exercises are not suitable for some participants, they can still enjoy the calming music and bubbles. This scene could be used in isolation as a calming tool before other lessons or before bed.



Scene 3 - Park and playground - Time: 08:00-17:00

Descriptions 08:00 - 10:50

Slide and Seesaw songs and musical activities
10:50 - 17:00

No resources are required for this section.
Scarves for the transition at the end.

In this scene the participants find themselves in a park. What can we hear, see, smell and feel here? The 2 musical activities in this scene are about high and low music. For the slide activity we listen to the clarinet and follow the pitch with our bodies as it goes up and down. We then learn a see saw song with some actions. Encourage the participants to sing and copy the actions.



Scene 4 - Party scene - Time: 17:00 - end

For the final scene of this adventure, the participants find themselves at a party. The first musical part they can listen to the saxophone and move or dance along. You could also use some shakers or drums to join in. The final song is called 'Shake my sillies out' accompany by the guitar. Encourage the participants to sing along and add some actions.

This is the end of the 2nd adventure. I hope you have had lots of fun and will be able to use these songs and games again in the future.



If you have any questions, suggestions or technical problems. Please contact me on edwardholmes@drakemusicscotland.org