



**INSTRUCTOR: MR. SHANER**

**COURSE: ENGLISH 2 H**



## PROJECT SUMMARY



- In this project, students will explore how music can be used to enhance the storytelling of a novel and create a deeper understanding of the themes and characters. By designing a playlist and album cover, students will engage with the novel on a deeper level, while also exploring how music can be used to express real-world experiences and emotions.

## DRIVING QUESTION



- How can we create a meaningful playlist and record cover that not only represents the themes and characters of a novel but also resonates with real world experiences and emotions, and what insights can we gain about storytelling through music?

## SUSTAINED INQUIRY & AUTHENTICITY



- Students will engage in a close reading of the play, analyzing the themes, characters, and plot points. . Students will need to consider how the music they select can convey the emotions and experiences of the characters, as well as how it can resonate with the real-world context of the play. Students will also have the opportunity to design the album cover, which will allow them to express their own interpretation of the play's themes and characters. Throughout the project, students will be encouraged to make decisions about the direction of their work and how they will present their findings.

## STUDENT VOICE & CHOICE WITH PUBLIC PRODUCTS



- At the end of the project, students will present their final playlist and album cover to the class, as well as a broader audience via public display at school utilizing QR codes for others to access the playlist.

## TEACHER REFLECTION



- The Storytelling Through Music PBL was an engaging way for students to interpret themes, characters, and tones from ancient literature. Students were better able to interact with texts from thousands of years ago when they found a way to relate it to contemporary music. If I do this project again, I will likely streamline the process a bit more. This semester, we had to quickly move through the project because we were short on time.

## STUDENT REFLECTIONS



- "Relating music to scenarios is a very big part of game development, so this context helped me prepare."
- "Exploring themes of stories in unconventional ways and applying a song to affect the tone."

## NOTED SKILLS GAINED



- TONE INTERPRETATION
- CREATIVE THINKING
- ADAPTABILITY
- CONTEXT CLUES

**CHECK OUT MORE VMCCA PBLs BY SCANNING THE QR CODE**

