

## Create a Soundscape

When we create theatre, each production has music and sound to help create the atmosphere of the world of the play. This is sometimes called a soundscape.

The two worlds of Sicilia and Bohemia are very different and so music can help set these worlds apart. Sicilia is often set in a serious court and a place of mistrust and danger. In contrast, Bohemia is full of fun, singing and laughter.

### ACTIVITY

Find things in your home that can be used to make music. You might have some percussion or other instruments. Pots and pans make great loud noises, and jars of herbs or rice can be used for shakers. See if you can find anything noisy in the recycling that you could scrape together. Don't forget you can use your voice and get the whole family involved too.

Have a look at these moments in the play and try and create a short soundscape for them:

**Hermione's prison:** Think about the atmosphere of this space in Sicilia. Is there an echo, is the baby crying, can you hear footsteps?

**The storm at sea:** Wind, waves, a creaking of the mast, sails flapping, shouting or whistling and maybe even a hungry Bear!

**The sheep shearing festival:** Is this a folk festival or more like a rave? What music would you have at your festival? How does your festival in Bohemia sound different to your soundscape of Sicilia?

**The statue comes to life:** How can you make this moment sound magical? What sounds create a sense of suspense? What is the reaction when the statue changes?