

Create Story Soundscapes

Strategy for story making through puppet play

Timing

10 minutes

Space

Kids should be able to see the sample puppet play and should not have puppets in their hands for this activity.

Additional supports

Visit

TeachwithArtsConnection.org



Introduce this strategy

To offer kids a fun, oral entry point for puppet play!

1. Model the strategy

Play a puppet story for your class in using ***no narration or words***. Use puppet movement and lots of sound effects to show 1) story actions 2) setting details 3) characters reactions and feelings and 4) mood.

Sample: description of action and sounds

- **Action-** An alien space ship enters from above with a hovering “wahwahwahwahwah” sound effect. It lands in a volcano setting.
- **Setting-** The volcano backdrop shakes with rumbling sounds and then an explosion! The space ship is thrown up and lands “crash!”
- **Mood-** Dun dun **DUN!**
- **Character reaction-** The alien gets out of the space ship making grumbling sounds. They poke the space ship. It beeps and hovers!
- **Mood-** DA-da da da DA DA DA DAAAAAAAAAAAAA!
- **Action-** Suddenly, the space ship flies off with a “woooooosh” sound, leaving the alien behind!
- **Character reaction-** The alien wails!
- **Mood-** Wah wah WAAAAAAH!

2. Reflect on the strategy

Questions

- What did you like about my puppet story?
- How did you know what was happening?
- How did you know how my character was feeling?
- How was I using my voice?

Challenge the kids to try it!

Encourage the kids to make sound effects in their puppet play today.

[Resources- Soundscape Library](#)