

Intro to Musical Playwriting Curriculum

Class Number/Name	First 40 Minute Section	Break Activity	Second 40-minute Section	Outside of Class Activity
1. Prologue/ Exposition	<ul style="list-style-type: none"> -Welcome / getting to know Zoom -Checking-in share time -Warm-up activity: Tongue Twisters -Class overview, Q&A -Simple parts of a story: beginning, middle, and end Example: Frozen 		<ul style="list-style-type: none"> Elements of Drama, using examples from Frozen: genre, tragedy, comedy, tragicomedy, plot, exposition, rising action, climax, falling action, resolution, cause, effect/consequence, setting, character, conflict (internal/external), theme, tone/mood, symbol, journey, obstacle, dilemma -Checking-out share time 	
2. Scene Writing	<ul style="list-style-type: none"> -Checking-in share time -Warm-up activity: What Are You Doing? -Scene types/elements: dialogue, monologue, sequel, soliloquy, aside, beat, the point, the high moment, character goal, failure, beginning and ending hooks Example: pages 39-40, 43 of Frozen Kids, to act out, then discuss -Begin writing scenes for our shows using, with Q&A as we go 	-Continue writing scenes	<ul style="list-style-type: none"> -Continue writing scenes, with Q&A as we go -Share what we have so far of our scenes -Checking-out share time 	-Write one scene with one to three characters
3. Character Archetypes	<ul style="list-style-type: none"> -Checking-in share time -Warm-up activity: Line Breakdown using lines from the scenes we've written -Archetypes, with examples, acting out as we go: -Protagonist: Peter Pan, Wendy, Simba, Ariel -Antagonist: Captain Hook, Scar, Jafar, Ursula Lord Farquard -Static: Peter Pan, Smee -Dynamic: Simba, Aladdin 		<ul style="list-style-type: none"> -Archetypes, with examples, (cont.), acting out as we go: -Love Interest: Prince Eric, Prince Charming, Nala, Troy/Gabriella, Hans/Kristoff -Authority: King Triton, Mufasa, Elsa, Sultan, Stepmother -Mentor: Timon and Pumba, Phil -Everyman: Emmet Brickowski, Marty McFly, Wendy -Characteristics: motive, desire, 	<ul style="list-style-type: none"> -Write another scene for your show using one, both, or all of the characters from the first written (but not necessarily first in the timeline) scene. -Listen to American Pie by Don McLean -Watch (or rewatch if you want to) Star Wars: Episode I - The Phantom

	<ul style="list-style-type: none"> -Sidekick/confidant(e): Tinkerbell, Donkey, Flounder, Genie, Olaf, Sven -Henchman: Smee, hyenas, Flotsam and Jetsam, Iago 		<ul style="list-style-type: none"> strength, flaw, Achilles heel -Checking-out share time 	Menace
4. Song "Writing"	<ul style="list-style-type: none"> -Checking-in share time -Warm-up activity: Improv game: "And Then" with Star Wars: Episode I - The Phantom Menace -Types of songs we can use for our shows, with examples: -Worldbuilding: "Circle of Life" -I am / I want: "Just Can't Wait To Be King," "Proud of Your Boy" -Duet: "A Whole New World" -Ballad: "A Whole New World" -Villain: "Be Prepared" -Charm: "Friend Like Me" -Transition: "The Lion Sleeps Tonight" -Decision / Realization: "If I Can't Love Her" -Comedy: "BOAK," "Gaston" -Parody and Pastiche 	Watch "The Saga Begins" by Weird Al Yankovic	<ul style="list-style-type: none"> -Discuss connections between "American Pie" and The Phantom Menace, favorite lyrics in "The Saga Begins," using vocab we've learned so far -Rewriting lyrics, listening for meter, emphasis -Example rewrite: "___-in' in the Rain" -Types of songs we probably can't use for our shows, with examples: -Group Number: "BOAK" -Production number: "We're All In This Together," "Prince Ali," "Be Our Guest" -Showstopper: "Bop to the Top" -Reprise: Ariel's voice, "If I Can't Love Her (Reprise)" -Checking-out share time 	<ul style="list-style-type: none"> -Choose one song for your show -Change the lyrics to fit your show (or don't change any if it fits already)
5. In-depth Characterization	<ul style="list-style-type: none"> -Checking-in share time -Warm-up activity: Lizzy's Wizard of Oz Character Archetypes -Character basics: name, age, species, etc. -Character analysis: posture, gait, voice/ speech patterns, mannerisms, gestures, actions, reactions, what other characters say about a character -Examples: Ariel, the Croc from Peter Pan, Mary Poppins 	<ul style="list-style-type: none"> -Choose a character from your play so far. Show how the way they walk, stand, and speak to others helps to describe them and tell the story 	<ul style="list-style-type: none"> -Workshop characters from our scenes -How to politely offer, and accept feedback to/from peers -Checking-out share time 	<ul style="list-style-type: none"> -Write one more scene for your show -Choose one more song for your show -Change the lyrics to fit your show (or don't change any if it fits already)
6. Artistic Design	<ul style="list-style-type: none"> -Checking-in share time 	<ul style="list-style-type: none"> -Continue 	<ul style="list-style-type: none"> -Continue drawing and coloring 	<ul style="list-style-type: none"> -Finish drawing and

	<ul style="list-style-type: none"> -Warm-up activity: Lightning Quickchange! -Spectacle -Hairstyles and wigs, example: Elsa -Makeup uses, example: Elphaba -Costuming, example: Ursula -How to draw character designs -Begin designing a character from your show, with Q&A as we go 	drawing and coloring characters	characters, with Q&A as we go <ul style="list-style-type: none"> -Share character designs -Discuss how their appearances helps to characterize them and to tell the story -Checking-out share time 	coloring your character design <ul style="list-style-type: none"> -Make character design for the one or two other characters in your show
7. Technical Design	<ul style="list-style-type: none"> -Checking-in share time -Warm-up activity: Stand-in prop(ertie)s -Mise en scène -How to make a model set (to scale or not to scale) with paper, scissors, and gluestick -Begin modeling a set from your show, with Q&A as we go 	-Continue modeling your set	<ul style="list-style-type: none"> -Continue modeling your set, with Q&A as we go -Share set models so far -Checking-out share time 	<ul style="list-style-type: none"> -Finish set model -Model other set (if you have two in your show)
8. Workshopping	<ul style="list-style-type: none"> -Checking-in share time -Warm-up activity: Exploring and interacting with our sets -Analyzing and workshopping our own scenes by volunteer: dramatic elements, character archetypes, etc. 		Analyzing and workshopping our own music by volunteer: song types, changed lyrics, same lyrics, etc. <ul style="list-style-type: none"> -Checking-out share time 	-Find or construct 1-3 props for your show
9. Performance	<ul style="list-style-type: none"> -Checking-in share time -Performance #1 -Performance #2 -Discussion of performances 		<ul style="list-style-type: none"> -Performance #3 -Performance #4 -Discussion of performances -Checking-out share time 	
10. Performance (cont.)/ Denouement	<ul style="list-style-type: none"> -Checking-in share time -Performance #5 -Discussion of performance -Brief discussion of advanced dramatic elements: time bending (flashbacks/flashforwards), in medias res, the fourth wall, dramatic irony, love triangles, costume changes, fake identity, plot twists, motif, foil 		<ul style="list-style-type: none"> -Advanced musical elements: harmonies, key changes, simultaneity, tempo modulation, a capella -Freeze Dance Party! -Checking-out share time 	

Final Product

Performance of a show which includes:

- 3 scenes, 1 minute - 1 ½ minutes long, each
- 2 songs, using rewritten lyrics from portions of existing musicals, 1 minute - 1 ½ minutes long, each
- 2-3 characters
- 1 character design drawing per character
- 1 costume piece per character, using what is available around the house to represent the full character design
- 1-3 props, found or made from what is available around the house
- 1-2 model sets to display during the performance
- 1 Vocabulary List, filled out in your own words using definitions, examples, or a mix of both

Vocabulary List

Exposition

Genre -

Tragedy -

Comedy -

Tragicomedy -

Plot -

Exposition -

Rising action -

Climax -

Falling action -

Resolution -

Cause -

Effect/consequence -

Setting -

Character -

Internal conflict -

External conflict -

Theme -

Tone/mood -

Symbol -

Journey -

Obstacle -

Dilemma -

Scene Writing

Scene -

Sequel -

Dialogue -

Monologue -

Soliloquy -

Aside -

Beat -

The point -

The high moment -

Character goal -

Failure -

Beginning hook -

Ending hook -

Character Archetypes

Archetype -

Protagonist -

Antagonist -

Static -

Dynamic -

Sidekick/confidant(e) -

Henchman -

Love Interest -

Authority -

Mentor -

Everyman -

Characteristics -

Motive -

Desire -

Strength -

Flaw -

Achilles heel -

Song “Writing”

Worldbuilding -

I am / I want -

Duet -

Ballad -

Villain -

Charm -

Transition -

Decision / Realization -

Comedy -

Group Number -

Production number -

Showstopper -

Reprise -

Lyrics -

Parody -

Pastiche -

In-depth Characterization

Posture -

Gait -

Voice -

Speech pattern -

Mannerism -

Gesture -

Action -

Reaction -

What other characters say about a character -

Artistic Design

Quickchange -

Spectacle -

Character Design -

Technical Design

Property (prop) -

Set -

Mise en scène -

Model set -

Scale -

Workshopping

How to politely offer feedback to peers -

How to politely accept feedback from peers -