



CREATE YOUR OWN PUPPET SHOW

MUSIC 4: Writing Songs

Backing Tracks to play and write new songs with

On our website are some short pieces of music which match different moods, situations and stories, which I think you'll be able to get hold of as an mp3 to play from a phone, tablet or computer.

You can just use these as music to set the scene – maybe with you playing along – or you can use them as a backing track and write a brand new song for your show.

You might only want to use a few seconds of music for a character to have a battle, a dance or go on a journey to and that's absolutely fine! Just press stop when you need to!

To write songs with these pieces choose the one that fits a mood, scene or story and listen to it a few times. You could start by writing words OR by finding a tune to sing.

Some of the pieces have melodies that you can use and some of them have enough space for you to make your own tunes.

I talked a bit about writing lyrics in the other song writing video. A great way to start is to have the same words at the beginning of each line. For example, if your character is going on a journey then each line could start with the phrase, "Let's get moving".

Another helpful song writing technique is to repeat a line in between all of the other lines. If you're writing a Battle song for instance, you could try singing "Just keep marching, 1,2,3,4" in between each of your lines.

Sometimes it's nice to start song writing with some other words that you've found in a book or poem and change them a little or a lot to fit your song.

A couple of the pieces for you to compose to, are a bit dreamy. Here's a short part of a poem called Dream by Langston Hughes

*Hold fast to dreams
For if dreams die
Life is a broken-winged bird
That cannot fly.*

And here's a song inspired by those words:

*This dream is mine, it helps me find my way
Fly away, fly away, fly away*

Your song can be as short as one word or one line or you could write lots of verses and press play again on the backing track if you need to!