



NAME \_\_\_\_\_

DATE \_\_\_\_\_

## Night Sounds FRANK "Scherzo Nocturno" from Sonata Serrana No. 1



### SPOOKY STORY

In this episode, we listen to a piece of music called "Scherzo Nocturno," translated to "Nighttime Joke." The music sounds like it might be about nocturnal animals making lots of noise at night. Buddy asks us to think about some animals that come out during the night. What animals did you think of?

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Listen to the music. How would you characterize these animals? What do you think they're doing?

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In this video, the setting is a haunted house. Where else might you run into nighttime animals?

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### MAP YOUR STORY

Use your imagination to create a story about these nighttime animals! To get you started, think about the elements of a story and fill in the chart on the next page

**CHARACTERS:** Who is the story about?

Name and describe the main characters of the story. Tell us about their physical traits and personalities.

**SETTING:** Where does the story take place?

Describe the location of the story and time of day. Try to think about creating a mood for your story.

**ACTION:** What events happen during the story?

What problem or conflict does the character need to solve? What are some setbacks? How will the main character(s) solve the problem?



# CLIBURN KIDS

CHARACTERS

SETTING

BEGINNING

MIDDLE

END



