

## Glossary

**Extended technique** - an unconventional, unorthodox, or non-traditional method of singing or of playing a musical instrument in order to obtain unusual sounds or timbres.

**Imagery** – visually descriptive or figurative language, especially in a literary work.

**Inspiration** – the process of being mentally stimulated to do or feel something, especially to do something creative.

**Imitation** – the action of using someone or something as a model.

**Interval** – the difference in pitch between two musical sounds

**Program music** – music that is intended to evoke images or convey the impression of events.

**Range** – the area of variation between upper and lower limits on an instrument.

**Register** – a particular part of the range of a voice or instrument.

**Sound world** – the combination of sounds that share characteristics and create a distinct and complete world.



## Listen

### Two different sound worlds of the oboe

The composer, Julia Adolphe, talks about structuring the piece around the juxtaposition of the two main sound worlds of the oboe. One of the worlds she describes as being, “mischievous, chirpy, sparkly, rambunctious” and the other being, “sultry, languid, lazy, earthy.” Where, in this short piece, do you hear these two different styles? Do you agree with the words the composer uses to describe the two sound worlds? What other words would you use to describe them?

## Dig Deeper

### Inspiration and Compositional Process

This piece is inspired by extra musical ideas and concepts. Therefore, it is an example of program music. What exactly inspired this piece and how did the composer turn all of that inspiration into music? Do you think you can guess what the inspiration of this piece is by the title and by listening to the piece?

## Create and Make

### Make a Puppet and Tell a Story

Make a cat puppet and move it to the music trying to emulate the different movements in the title. Instructions on the next page!

## Listen

### Two different sound worlds of the oboe

As you listen to *Paw, Plume, Prowl*, can you determine where the two sound worlds occur? Are there certain melodies, registers, or articulations that identify the different characters of the oboe? Where in the piece do the worlds transition to one another? Are the two styles always completely separate? Oftentimes, the composer uses drastic and abrupt changes in range and register of the instrument. Other times, she utilizes extended techniques to enter a different sound world. Do the two styles overlap at all or are they completely distinct? Write down your observations on a sheet of paper as you listen, or use different colored crayons or pencils to draw the different sound worlds – even lines and shapes on the page can represent musical leaps and musical sounds.

## Dig Deeper

### Inspiration and Compositional Process

In *Paw, Plume, Prowl*, the composer is trying to capture the antics of an animal prancing, pawing, having fun, and sneaking around on the prowl. Specifically, the composer drew inspiration from the movements of her own cat. She even hung-up pictures of cats in her studio as she was writing the piece! Adolphe explains that her process to transform inspiration into music is to start with creating a rhythm, sometimes by singing and speaking. Then she determines the specific pitches and combines them.

How do you get inspired? Do you have a pet that inspires you? Do you think you could make a piece of art that is inspired by your pet? Are there other animals that could be inspiration for art? Think about how you would turn those ideas into finished pieces of art and try to make something – it could be anything – a short song, a picture or more!



## Create and Make

### Make a Puppet and Tell a Story

A simple way to make a cat puppet is by using a brown paper bag. You'll also need: a few sheets of construction paper, some crayons or markers, scissors, and glue or tape.

1. Lay the paper bag down flat like a piece of paper
2. The side that is all smooth will be the back of the puppet.
3. The other side with the tab that flips is the head. Underneath the tab is the mouth.
4. When you put your hand in the bag, you can open and close the mouth.
5. The rest of the bag is the body.
6. Using some construction paper and scissors cut out two arms with paws.
7. Then attach those to the body of the bag (underneath the head). You can also attach the arms in the side flaps of the bag.
8. Using the construction paper, cut out a tail and attach that at the bottom of the bag.
9. Using the construction paper, cut out two triangles for ears and attach them to the top of the head.
10. Draw on the head of the cat a cat face. Don't forget the whiskers!

Once you have your puppet, listen to *Paw, Plume, Prowl* again and move your puppet to the music! Maybe your puppet will paw, plume or prow!

