Course Title: LEITMOTIFS: VIDEO GAMES, MOVIES, AND MORE

Logistics:
Number of Students: 20
Age group: Grades 9-12
Time: <1 hr

Overview: In this class we will identify and analyze leitmotifs and how they are used in video games, movies, and more.

Goals:
- Learn the history and definition of leitmotifs
- Describe the different purposes of leitmotifs
- Analyze and interpret different leitmotifs in-depth

Materials:
- Projector w/ audio support

Class Outline:

Intro: Activity and Introductions (5 minutes)
- Play different famous leitmotifs and and have students guess where they are originally from
    - Showcases one of the purposes of leitmotifs
- Teacher and student introductions

Lecture Part 1: History of the Leitmotif (5 minutes)
- Origin of the term leitmotif and how it was originally used

Lecture Part 2: What Makes a Leitmotif (15 minutes)
- Definition of the Leitmotif
    - Recurring, recognizable even when manipulated, able to change and evolve with the story
- Theme vs. Leitmotif
    - A leitmotif is a more specific theme
    - Associated with a particular element of the story- character, place, concept/idea/theme
- Will give specific examples with each one

Lecture Part 3: Purpose of the Leitmotif (15 minutes)

- In depth look at why we use leitmotifs, using examples for each
    - Signals importance of scenes
    - Evoke certain emotions in the player/viewer
    - Showcase development in characters or plot
- Will give specific examples with each one

Ending: Activity (Remaining time)
- Students will break into groups to analyze a leitmotif of their choice