

## **VOICES IN THE WILDERNESS**

# ***the world of the story***

This story takes place on an island with two cultures.

The first is an agricultural community – the People of the Wilderness. They are outsiders who live a life without electricity, where they cook on open fires, where there are no computers or phones, where the roads are made of mud and stone, where they travel on foot or on horseback or in wagons or sail in ships, a world where tools are made of iron, a peaceful world without the need for weapons.

The second is a very different culture – Stone City, ruled by The Big City Bosses. It's more like our modern world but in the nineteenth century, with steam power and no readily available electricity. Essentially a “steam punk” world.

### ***Exploring the World of The Story***

As a preliminary to looking at the tale itself some time could be spent exploring the limits and possibilities of this world with some drawing and painting, some research, some story-making, some imaginative music and song making. Songs for the sacred mountain, a Big City Anthem, a Wilderness song, a Protest Rap about what is happening to the river and sea and earth, music for the Weird Buildings, for the mining machine, a fishing song, a farming song, a working in a factory song, a riding or marching song.

### ***Exploring the Characters***

The bravest of the wilderness people, who try to solve the mystery with help from the Stone City Rebels, will be

represented by key fictional characters with appropriate skills. They will have back-stories and roles within the communities. Your students may wish to create characters by themselves or with input from everyone.