

Max's Musical Dynamics Investigation

Learning objective: To understand and describe how dynamics (volume) change the mood and character of a piece of music.

Max the monkey wants to create a soundscape for his jungle adventures. Use this sheet to plan your own musical composition. Think about how you can use volume to tell a story through sound. Fill in the sections below to describe your musical ideas.

Word bank: forte · piano · crescendo · diminuendo · mezzo-forte · volume · gradually · suddenly

1. The Opening Scene: Describe the opening of your music. Will it start loud or quiet? Explain why you chose this volume to set the scene. (2 marks)

2. The Big Moment: Choose a moment where your music gets much louder (forte). Describe what is happening in your story during this part. (2 marks)

3. The Soft Transition: Describe how you will use a 'crescendo' (getting louder) or a 'diminuendo' (getting quieter) to move from one section to another. (3 marks)

4. Mood Matching: How does the change in dynamics make the listener feel? Does a quiet section make the music feel mysterious or calm? (2 marks)

5. Final Performance: If you were playing this for Max, which instrument would you use to create the loudest sound, and why? (1 mark)

Extension challenge: Try to perform your composition using household objects or instruments. Can you add a 'sudden change' (subito) from piano to forte to surprise your audience?