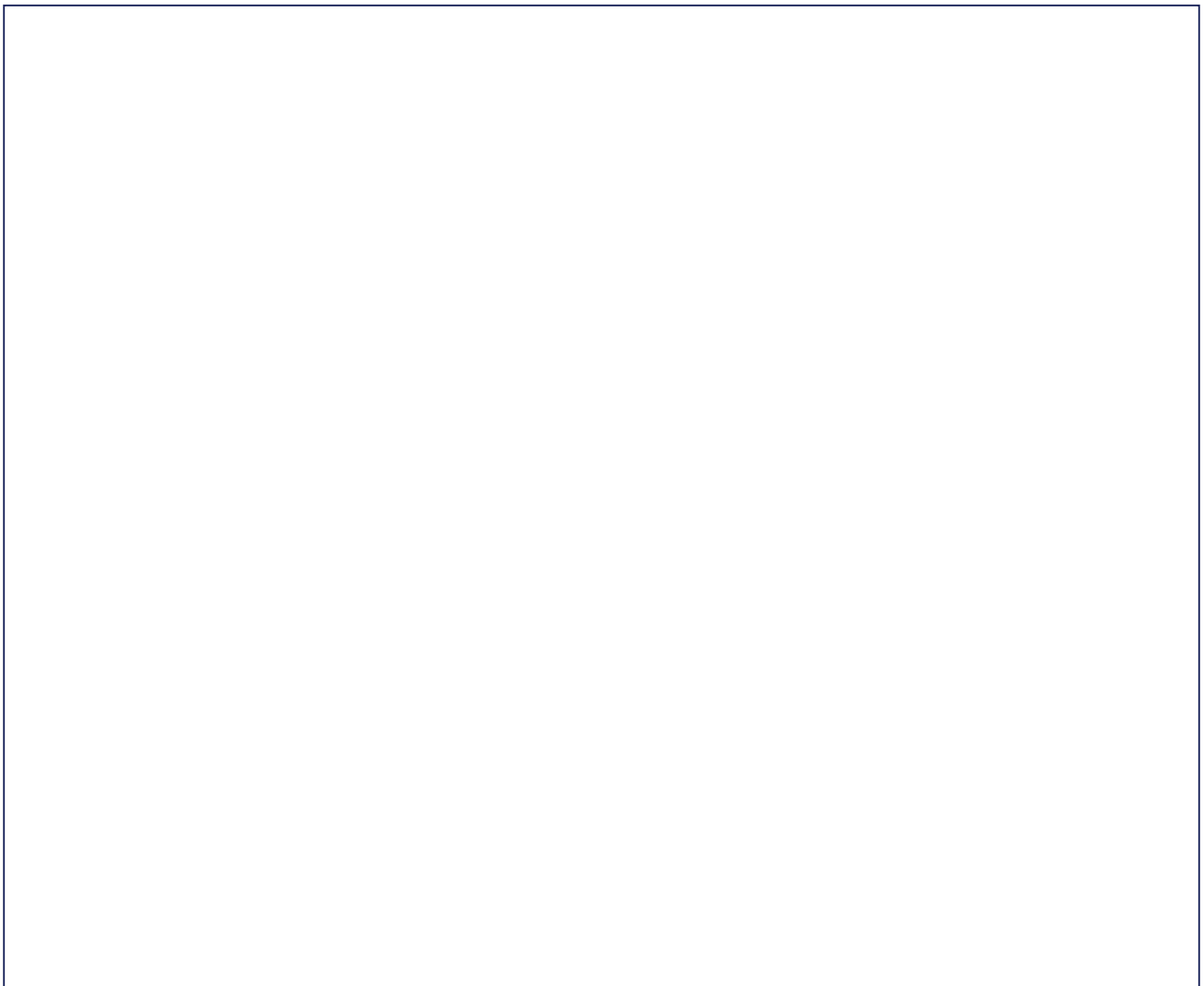


Max's Musical Soundscapes

Learning objective: To understand and visually represent musical elements including pitch, tempo, dynamics, and texture.

Max the monkey is listening to a symphony in the jungle! Use your imagination to draw how different sounds look. Follow the steps below to complete your musical illustration.

Draw: Create a vibrant jungle scene. In the background, draw the musical elements as physical objects: jagged lines for high pitch, smooth waves for low pitch, bright colours for loud sounds (forte), and soft pastel colours for quiet sounds (piano). Ensure the scene feels busy and musical.



Label words: Pitch · Tempo · Dynamics · Texture · Melody · Rhythm

Steps:

1. Step 1: Draw a tall, winding vine to represent a high pitch and a thick, sturdy tree trunk to represent a low pitch. Label them.
2. Step 2: Draw fast-moving raindrops to show 'fast tempo' and slow-drifting clouds to show 'slow tempo'. Label them.
3. Step 3: Draw a very large, bold flower to show 'forte' (loud) and a tiny, delicate sprout to show 'piano' (quiet). Label them.

4. Step 4: Draw layers of different jungle leaves overlapping to show 'thick texture' and a single, clear leaf to show 'thin texture'. Label them.
5. Step 5: Explain in one sentence why you chose a specific colour to represent a loud sound.