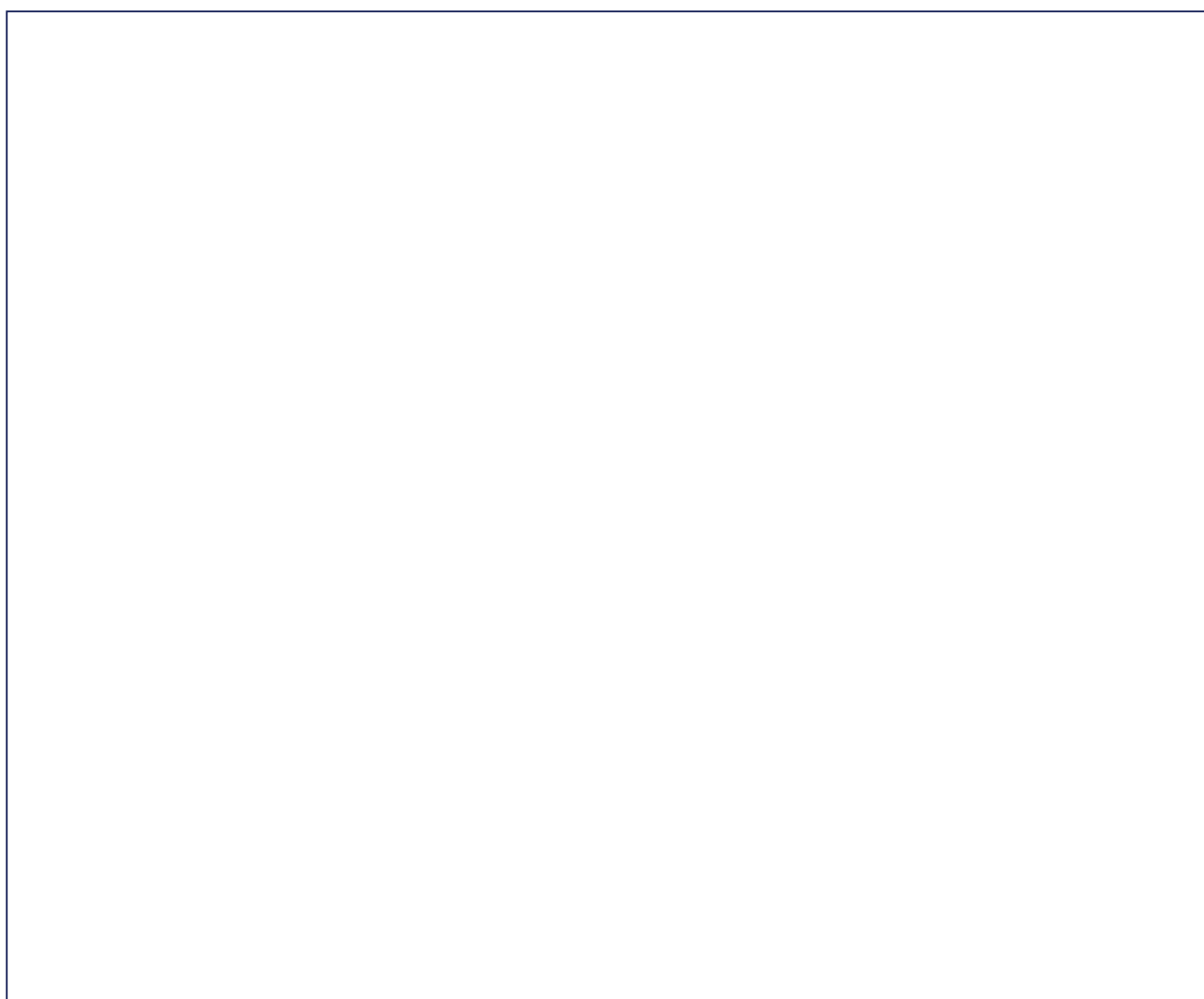


Max's Musical Dynamics Adventure

Learning objective: To understand and visually represent dynamics (volume) in music using creative symbols and scenes.

Max the monkey is organising a jungle concert! He needs your help to show how loud or quiet the music is. Use your imagination to draw the scene and label the musical dynamics.

Draw: Create a vibrant jungle scene. In the foreground, draw a small, gentle animal playing a soft instrument (like a flute or a chime) to represent 'piano'. In the background, draw a powerful, large animal (like a lion) playing a big instrument (like a drum or a trumpet) to represent 'forte'. Use swirling lines to show a 'crescendo' going from the quiet animal to the loud one. Your style should be colourful and expressive, using shapes to show how the sound travels through the air.



Label words: Piano (quiet) · Forte (loud) · Crescendo (getting louder) · Diminuendo (getting quieter) · Mezzo-piano (moderately quiet) · Mezzo-forte (moderately loud)

Steps:

1. Step 1: Draw a tiny, quiet mouse playing a flute near the bottom of your page. Label this using the correct Italian dynamic term.
2. Step 2: Draw a large, booming drum being played by an elephant. Add a symbol or word to show it is very

loud.

3. Step 3: Draw a sequence of raindrops falling. Show them getting louder as they hit the ground using a symbol for a 'crescendo'.

4. Step 4: Explain in your own words why a composer would want to use both 'piano' and 'forte' in the same piece of music.

5. Step 5: Label the difference between 'Mezzo-piano' and 'Mezzo-forte'.