

Mastering Musical Dynamics with Max the Monkey

Learning objective: To understand, identify, and use musical dynamics, including piano (soft), forte (loud), crescendo (getting louder), and diminuendo (getting quieter).

Max the Monkey is practising his jungle drums! Read the instructions for each question carefully and use your knowledge of dynamics to help Max compose his rhythm.

Word bank: Piano · Forte · Crescendo · Diminuendo · Dynamics · Volume

1. Max is playing his drum very softly so he doesn't wake the sleeping forest animals. Which Italian musical term should he write on his music sheet to show this? Explain what it means. (2 marks)

2. Max wants his drum beat to start very quiet and gradually get louder as he gets excited. What is the musical term for this effect? (1 mark)

3. If Max sees the marking 'f' on his music, does he need to play softly or loudly? What does 'f' stand for in music? (2 marks)

4. Imagine Max is playing a loud, proud beat that slowly fades away until it is almost silent. Write down the term for this change in volume. (1 mark)

5. Why do composers use dynamics in their music? Give one reason how changing the volume affects how the listener feels. (2 marks)

Draw: Draw a picture of Max the Monkey playing his drums. Around him, draw symbols or shapes that show where the music is loud (use large, jagged shapes) and where it is soft (use small, gentle, rounded shapes).



Extension challenge: Choose a favourite song you know. Listen to the first minute and write down two times where the dynamics change. Describe what happens to the volume at those specific moments.