

Max's Musical Elements Puzzle

Learning objective: To understand and identify the key elements of music: duration, tempo, dynamics, pitch, and texture.

Max the monkey is trying to compose a symphony, but he has mixed up his musical vocabulary! Read the definitions below and match them to the correct musical element from the word bank. Then, explain how each element might change during a piece of music.

Word bank: Duration · Tempo · Dynamics · Pitch · Texture

1. 1. This element describes how fast or slow the music is played (the speed of the beat). Which element is this, and why might a composer choose a fast tempo for a happy song? (2 marks)

2. 2. This element tells us how high or low a note sounds. How would you describe the pitch of a bird chirping compared to a lion's roar? (2 marks)

3. 3. This refers to the volume of the music—whether it is loud (forte) or quiet (piano). If you were writing a song about a thunderstorm, when would you use loud dynamics? (2 marks)

4. 4. This element describes the length of sounds and silences. How can different note lengths (short or long) change the feel of a melody? (2 marks)

5. 5. This element describes how many layers of sound are playing at the same time. If a band has only one singer, is the texture thick or thin? (2 marks)

Draw: Draw a 'Musical Map' of a song you like. Use zig-zag lines for high pitch, wavy lines for low pitch, big stars for loud dynamics, and tiny dots for quiet sounds.



Extension challenge: Choose a song you know well. Write down two examples of how the dynamics change. For example: 'The song starts quietly, then the drums make it get much louder during the chorus.'