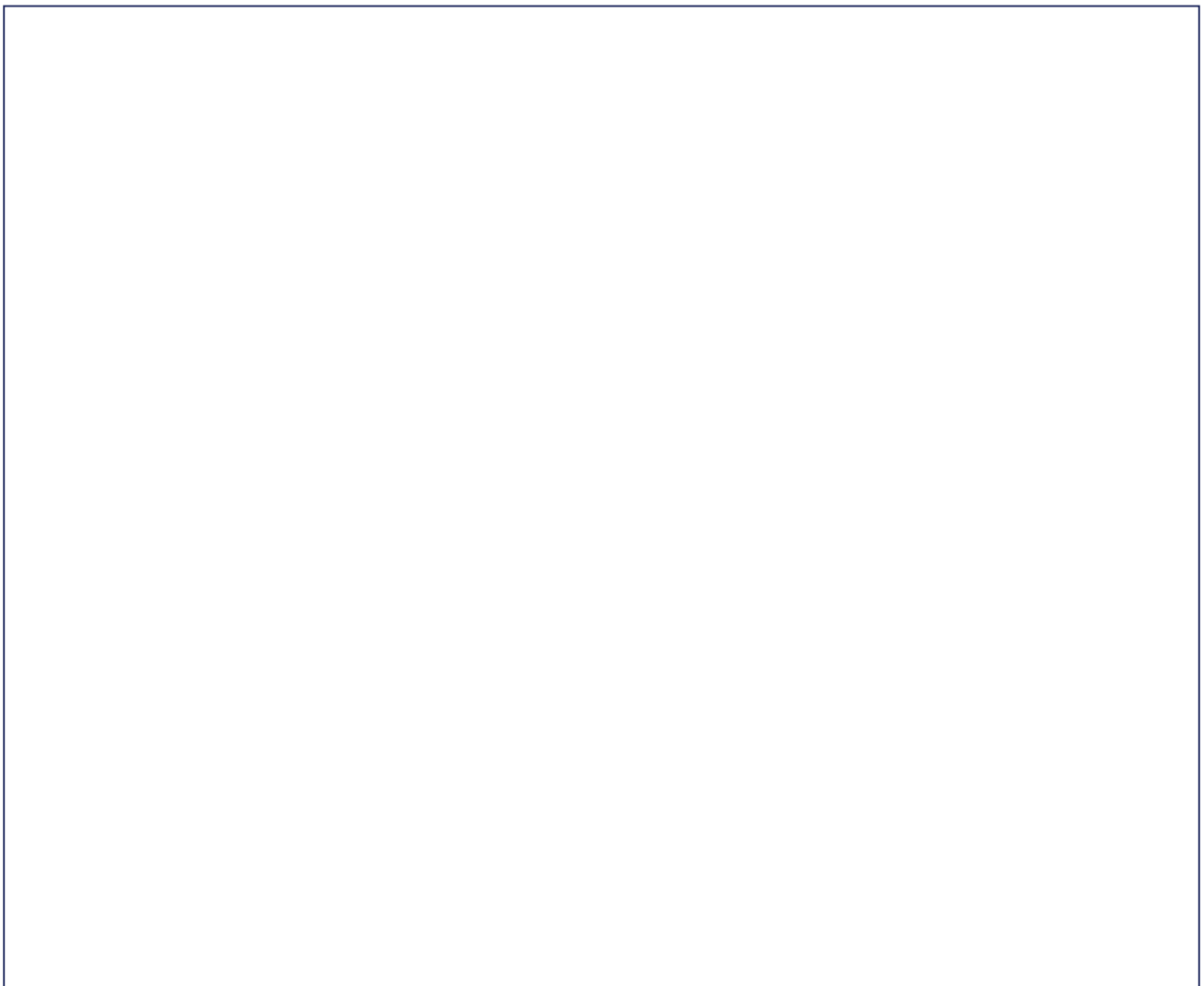


Max's Musical Soundscape

Learning objective: To identify and illustrate the dimensions of musical elements including pitch, tempo, dynamics, and texture.

Max the monkey is listening to a symphony in the jungle! Use your artistic skills to draw how these musical sounds might look. Use the word bank to label your drawing, showing where you have included different musical elements.

Draw: Create a vibrant scene in a jungle setting where Max the monkey is conducting. Use abstract shapes and colours to represent the music. Use jagged, sharp lines for loud, high-pitched sounds and smooth, rolling curves for quiet, low-pitched sounds. Include 'thick' textures by layering many swirling patterns together, and 'thin' textures by leaving space between lines.



Label words: Pitch (High/Low) · Tempo (Fast/Slow) · Dynamics (Loud/Quiet) · Texture (Thick/Thin) · Rhythm · Melody

Steps:

1. Step 1: Draw a representation of a 'High Pitch' sound. How does its shape differ from a 'Low Pitch' sound? Describe the visual difference.
2. Step 2: If the music has 'Thick Texture', what does this mean regarding the number of instruments playing

at once?

3. Step 3: Label your drawing with 'Dynamics'. Where in your scene would you place 'Forte' (loud) and 'Piano' (quiet) symbols?

4. Explain why a fast tempo might make the listener feel more excited than a slow tempo.

5. Compare and contrast how you would draw a 'staccato' (short, detached) sound versus a 'legato' (smooth, connected) sound.

6. What might happen to the 'mood' of your drawing if you changed all the colours to dark greys and blues? Justify your answer.