

Max's Musical Masterpiece: Composing Patterns

Learning objective: To understand the relationship between musical structure and visual patterns, and to create a graphic score representing dynamics and tempo.

Max the monkey is trying to turn the sounds of the jungle into a musical composition. Use this sheet to design a 'Graphic Score' for a piece of music. A graphic score uses pictures and symbols instead of traditional notes to show how a piece of music sounds.

Draw: Draw a large, winding 'musical path' across the page. Use jagged, sharp lines to represent fast, high-pitched, staccato sounds. Use smooth, wavy, thick lines to represent slow, low-pitched, legato sounds. Include symbols (like stars for sparkles or raindrops for pitter-patter) to show different instruments. Use a vibrant colour palette to represent the mood of the music.



Label words: Crescendo · Diminuendo · Staccato · Legato · Tempo · Dynamics · Rhythm · Pitch

Steps:

1. Explain why you chose specific colours or line shapes to represent 'loud' (forte) and 'quiet' (piano) sections of your composition.
2. Label your drawing with at least three terms from the word bank to explain how the music changes.
3. Compare and contrast your graphic score with a traditional musical stave. What are the advantages of

using pictures instead of notes?

4. Justify your answer: If you were to play your composition using only kitchen utensils, which item would represent a 'staccato' sound and why?

5. What might happen to the mood of your composition if you suddenly changed the tempo from very slow to very fast?

6. Creative Extension: Write a short paragraph explaining the 'story' behind your musical composition. Who is the main character and what are they doing?