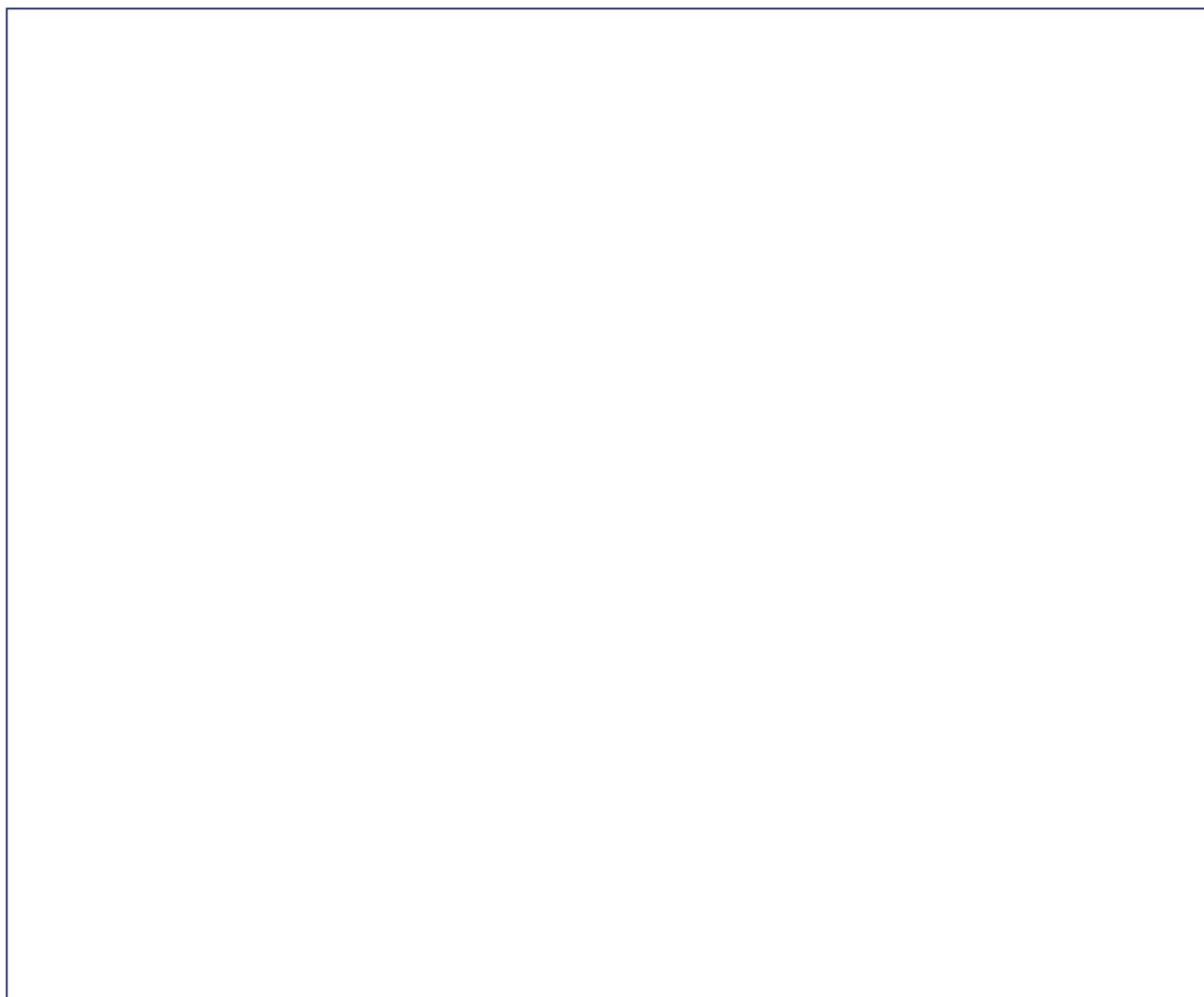


Max's Musical Dynamics Adventure

Learning objective: To understand and represent musical dynamics (volume) through visual art and notation.

Max the monkey is organising a jungle concert! He needs your help to create a 'Sound Map' that shows where the music is loud and where it is quiet. Use the word bank to label your drawing and show the changing volume of the jungle instruments.

Draw: Draw a vibrant jungle scene featuring Max the monkey conducting an orchestra of animals. In the foreground, show a large, bold drum (representing 'Forte') with jagged, sharp lines coming off it. In the background, draw a tiny, delicate bird singing (representing 'Piano') with soft, wavy bubbles around it. Include a 'crescendo' path—a trail of musical notes that start small and grow larger as they move across the page toward the drum.



Label words: Forte (Loud) · Piano (Quiet) · Crescendo (Getting louder) · Diminuendo (Getting quieter) · Mezzo-forte (Moderately loud) · Staccato (Short and detached)

Steps:

1. Explain why a composer might choose to use a 'crescendo' right before the most exciting part of a piece of music.
2. Compare and contrast the sound of 'Staccato' notes with 'Legato' (smooth) notes. How would you draw these differently?

3. If Max wants his drum solo to be 'Forte', what physical action should the drummer take?
4. Justify your answer: Why is it important for an entire orchestra to follow the same dynamic markings at the same time?
5. What might happen to the mood of a piece of music if it suddenly changed from 'Forte' to 'Piano'?
6. Label your drawing with at least three terms from the word bank to show the 'journey' of your jungle song.