

Max's Musical Dynamics

Learning objective: To understand and use musical dynamics (volume) to change the sound of a piece of music.

Max the monkey is making music! Dynamics tell us how loud or quiet to play. Use the word bank to help you answer the questions. Look for the clues in the sentences.

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

1. Max wants to play his drum very loudly. Which word should he use for 'loud'? (1 mark)
2. If Max plays his flute very quietly, what is the musical word for 'quiet'? (1 mark)
3. Max starts playing quietly and gets louder and louder. What is the name for this change? (1 mark)
4. If the music starts loud and gets quieter and quieter, what do we call this? (1 mark)
5. What is the collective name for how loud or quiet music is? (1 mark)

Draw: Draw a picture of Max the monkey playing a drum. If he is playing 'Forte', draw big, jagged lines around the drum to show it is loud. If he is playing 'Piano', draw small, soft bubbles around the drum.



Extension challenge: Pick two musical instruments. Write down how you would use dynamics to make a story about a mouse and a lion using those instruments.