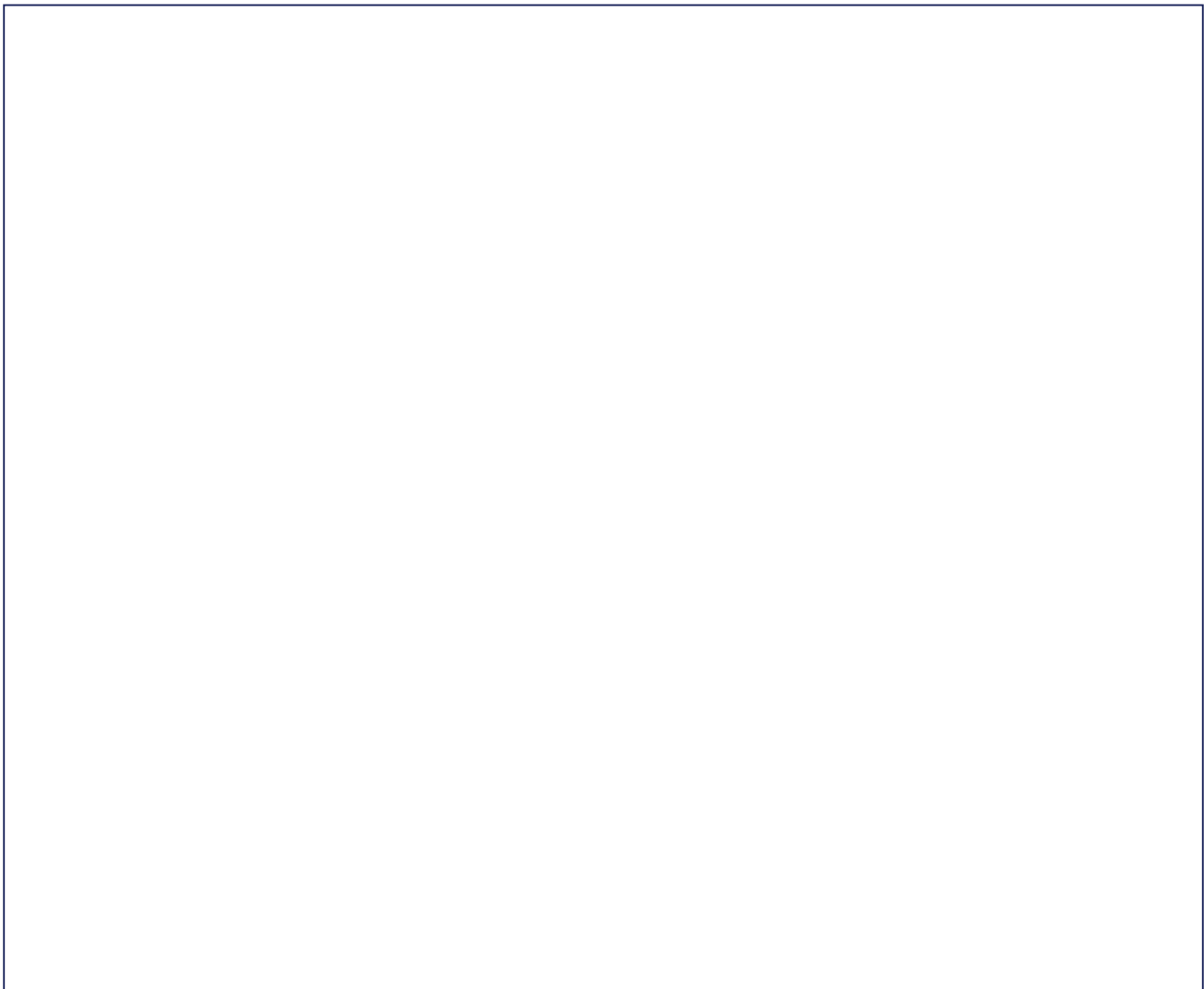


Max the Monkey's Musical Patterns

Learning objective: To identify and draw musical elements such as tempo, pitch, and dynamics.

Help Max the Monkey create a musical scene! Use your pencils to draw the musical sounds you hear in your head. Follow the steps below to label your picture.

Draw: Draw a scene featuring Max the Monkey playing music in a jungle clearing. Use colourful swirls to represent the music. Make the loud sounds look big and bold, and the quiet sounds look small and delicate. Include a musical staff (the five lines) near the top of the page to show where the melody sits.



Label words: Tempo · Pitch · Dynamics · Rhythm · Melody

Steps:

1. Step 1: Draw a fast, zig-zag line to show a quick tempo. Label it.
2. Step 2: Draw a large drum for loud dynamics (forte) and a small drum for quiet dynamics (piano). Label them.
3. Step 3: Draw high notes floating near the top of your page for high pitch. Label them.
4. Step 4: Draw a repeating pattern of shapes to show a steady rhythm. Label it.