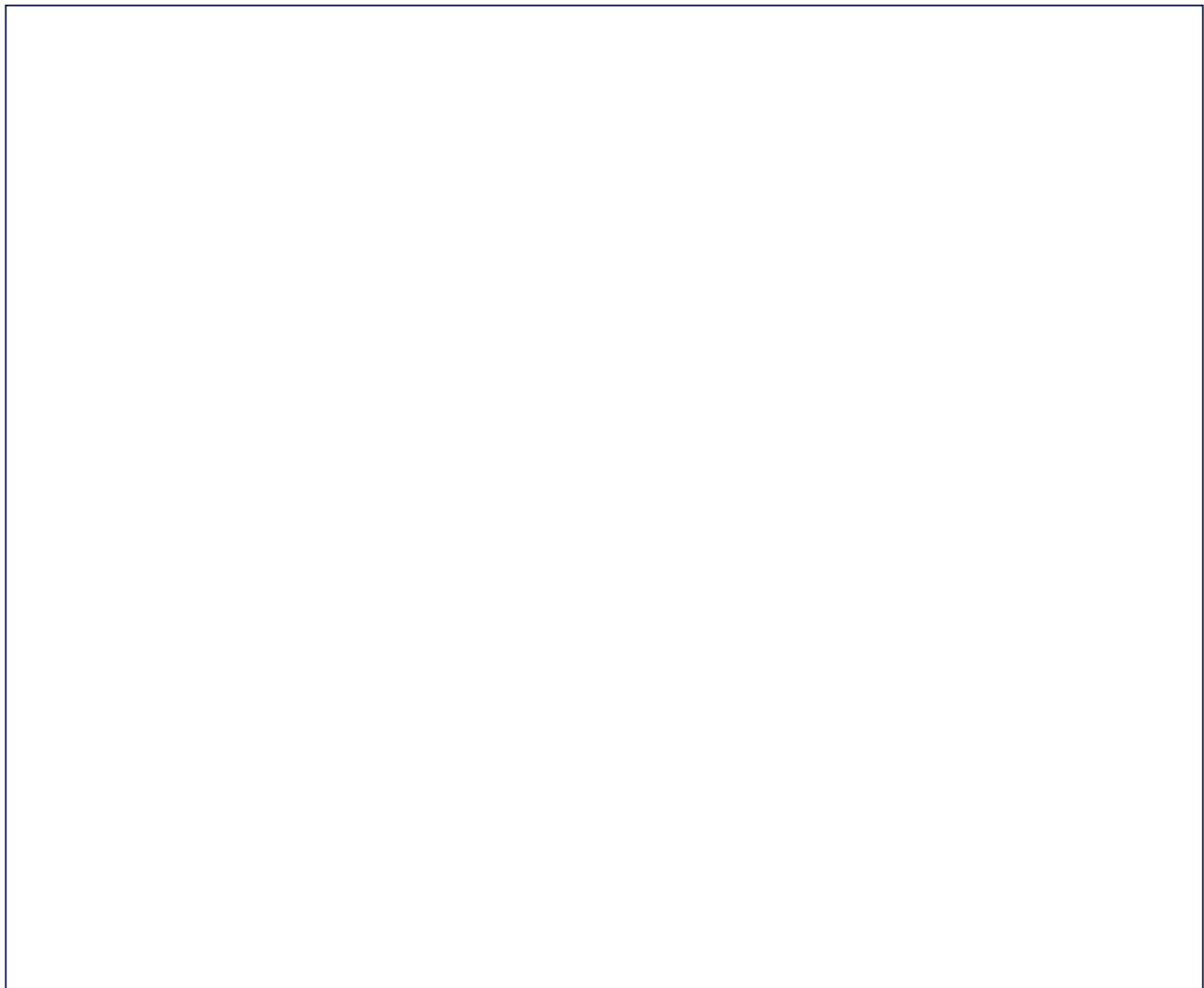


Max's Musical Soundscapes

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

Max the monkey is putting on a jungle concert! Use the word bank to label the different musical elements in your drawing. Think about how you can represent sound visually through your art.

Draw: Draw a vibrant jungle concert scene featuring Max playing the drums. In the background, draw other animals playing instruments. Use 'visual sound' techniques: use jagged, sharp lines for high-pitched, loud sounds; use soft, wavy lines for low-pitched, quiet sounds; and use bright, busy patterns to show thick musical texture.



Label words: Pitch · Tempo · Dynamics · Texture · Rhythm · Timbre

Steps:

1. If Max plays a very fast drum beat, which musical element is he changing? Explain your answer.
2. How might you draw 'loud' music compared to 'quiet' music? Describe your visual style.
3. Label your drawing to show where the 'high pitch' sounds are and where the 'low pitch' sounds are.
4. Why is 'texture' important when listening to a large orchestra or a band?
5. Draw a symbol next to your instruments to represent a 'crescendo' (getting louder).