

Max's Musical Mountain: Exploring Pitch

Learning objective: To understand and visualise pitch as a range of high and low sounds, and to represent these musically through drawing.

Follow the drawing prompts below to create a visual representation of a musical landscape. Use your imagination to show how sound travels from the ground to the sky.

Draw: Draw a 'Musical Mountain' scene. At the base of the mountain, draw thick, heavy objects (like large boulders or a tuba) to represent low-pitched bass sounds. As you draw towards the peak of the mountain, include smaller, lighter items (like fluttering butterflies, thin birds, or tiny bells) to represent high-pitched treble sounds. Use wavy, jagged lines to show the path of a melody travelling from the bottom to the top.



Label words: High Pitch · Low Pitch · Vibration · Frequency · Treble · Bass · Melody

Steps:

1. Max the monkey is playing a giant xylophone. If he hits the smallest, shortest bar, will the pitch be high or low? Explain your reasoning.
2. Label your drawing to show where the 'Bass' sounds live and where the 'Treble' sounds soar. Justify why you chose those specific locations.
3. Compare and contrast a deep, rumbling drum sound with a chirping bird sound. How would you draw

these differently?

4. If you were to draw a melody that starts low and rises to a very high pitch, what shapes or patterns would you use to represent the notes?
5. Explain why a long, heavy string on a cello produces a different pitch than a short, thin string on a violin.
6. What might happen to the pitch of a sound if you made a musical instrument much larger? Justify your answer.