

Max's Musical Pitch Adventure

Learning objective: To understand and visualise pitch by drawing musical instruments and identifying how they produce high or low sounds.

Follow the drawing prompt below to create your own musical scene. Use the word bank to label your instruments and show where the high and low notes are located.

Draw: Create a landscape-style drawing featuring Max the monkey conducting an orchestra. On the left, draw large, long instruments (like a tuba or double bass) to represent low pitch. On the right, draw small, short instruments (like a piccolo or glockenspiel) to represent high pitch. Use bold lines for low sounds and light, wiggly lines for high sounds to show the 'shape' of the pitch in the air.



Label words: Pitch · High frequency · Low frequency · Vibration · String · Column of air

Steps:

1. Step 1: Draw a large double bass on the left side of your page. Label the part that vibrates to create a low pitch.
2. Step 2: Draw a tiny silver flute on the right side. Write a sentence explaining why it makes a higher sound than the double bass.
3. Step 3: Draw a series of musical notes floating in the air. Use a wavy line to connect the low-pitched notes

to the double bass and high-pitched notes to the flute.

4. Step 4: Label your drawing with the term 'Vibration' to show where the sound begins.

5. Step 5: Max the monkey says: 'If I shorten the length of a vibrating string, the pitch goes up.' Explain if he is correct.