

Max's Musical Composition Workshop

Learning objective: To understand how to represent musical notation and texture through visual composition.

Use the space below to draw a 'Sound Map' of an original piece of music. Think about how different shapes, colours, and patterns can represent different sounds, volumes, and rhythms.

Draw: Create a Sound Map in a landscape orientation. Use a variety of lines (dotted, squiggly, thick, thin) to represent melody and rhythm. Use geometric shapes for percussive beats and organic, flowing shapes for melodic sections. Include a key in the corner to explain your symbols.



Label words: Crescendo · Staccato · Pitch · Tempo · Harmony · Texture · Dynamics · Melody

Steps:

1. Explain why you chose specific colours to represent different instruments in your composition. Justify your artistic choices.
2. If your composition were to increase in volume (crescendo), how would you alter the size or thickness of your drawn shapes to reflect this?
3. Compare and contrast a 'staccato' sound with a 'legato' sound. How would you draw these differently on your map?
4. Label the section of your drawing that represents the 'tempo'. How does the spacing of your shapes show

if the music is fast or slow?

5. What might happen to the 'texture' of your piece if you added three more instruments playing at the same time? Describe the visual change.

6. Justify your answer: Why is it important for a composer to have a clear structure before they start recording their music?