

Max's Musical Symphony Sketchpad

Learning objective: To identify and illustrate the musical elements of pitch, tempo, dynamics, and duration through creative visual representation.

Max the Monkey is composing a jungle symphony! Use your artistic skills to draw how music looks, translating sound into visual patterns and shapes on your page.

Draw: Create a landscape that represents a musical performance. Use swirling lines to show the 'flow' of the melody. Use thick, heavy shapes for loud sections and thin, faint lines for quiet sections. Include visual representations of rhythm using repeating patterns (like stripes on a zebra or leaves on a tree). The style should be abstract, focusing on how sound 'feels' rather than drawing literal instruments.



Label words: Pitch · Tempo · Dynamics · Duration · Crescendo · Staccato · Legato · Rhythm

Steps:

1. Step 1: Draw a winding line that gets higher and lower to represent the 'Pitch' of a melody. Label the highest point 'High Pitch' and the lowest 'Low Pitch'.
2. Step 2: Draw a series of symbols to show 'Dynamics'. Use large, bold shapes for 'Forte' (loud) and tiny, delicate dots for 'Piano' (soft).
3. Step 3: Explain why a jagged, sharp line might be a better representation of 'Staccato' notes than a

smooth, wavy line.

4. Step 4: Compare and contrast how you would draw a 'Crescendo' (getting louder) versus a 'Diminuendo' (getting softer).

5. Step 5: Justify your choice of colour palette for a piece of music that is fast-paced and energetic. What might happen if you used only dark, muted colours?

6. Step 6: Creative Extension: Design a 'Musical Map' for Max. If the music suddenly changes from a slow, gentle tempo to a fast, chaotic rhythm, how would your drawing change to reflect that shift?