

# Max's Tempo Treasure Hunt

*Learning objective: To understand, identify, and apply Italian tempo markings to describe the speed of music.*

Max the monkey has discovered a collection of musical notes scattered across the jungle. Each note has a different tempo marking. Your task is to sort these markings by speed, match them to their correct descriptions, and justify your choices. Use the word bank to help you complete the challenges.

*Word bank: Largo · Adagio · Andante · Allegro · Presto · BPM (Beats Per Minute) · Tempo*

**1. 1. Sequence these five Italian tempo terms from the slowest to the fastest: Allegro, Largo, Presto, Andante, Adagio. (3 marks)**

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**2. 2. Max finds a piece of music marked 'Presto'. Explain why a composer might choose this tempo for a scene involving a fast-paced chase through the trees. (3 marks)**

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**3. 3. Compare and contrast 'Largo' and 'Andante'. How would the physical movement of a dancer change between these two speeds? (3 marks)**

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**4. 4. If a piece of music has a tempo of 60 BPM, and another has 120 BPM, justify which one is likely to be marked 'Allegro'. (3 marks)**

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**5. 5. What might happen to the mood of a lullaby if the performer suddenly switched the tempo from 'Adagio' to 'Presto'? Explain your reasoning. (3 marks)**

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**6. 6. Max wants to create a piece of music that represents a sunrise. Suggest a starting tempo and explain why you have chosen it. (3 marks)**

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**Draw:** Draw a 'Tempo Map' of a journey. Use symbols like a snail for slow sections (Largo/Adagio) and a cheetah for fast sections (Allegro/Presto) to show how the speed of the music changes along the path.



*Extension challenge: Compose a short rhythm pattern (4 bars) on paper. Write it twice: once with the instruction to play it at an 'Adagio' tempo, and once at a 'Presto' tempo. Perform both to your partner and evaluate how the change in speed alters the 'character' of your composition.*