A SYMPHONY OF SOUNDS

YOU can make Program Music, too

ambulance aquarium audience automobile baby bicycle bird bumble bee butterfly cannon carrots children china clock crackers/chips duck electricity

elephant

evening footsteps ghost helicopter ice cubes insects laughter leaves legos machine moon morning mud ocean paper parade rain rainbow

river rock star sandpaper skeleton snake snow space ship stars storm telephone thunder train video game water whistle wind witch wooden blocks Let's make sentences using some of these nouns.

For example:

The duck is swimming.

The duck is swimming slowly.

The duck is swimming slowly in the water.

You can use the keyboards to find sounds for your sentences.

First, try to choose a sound that goes with the noun(s) in your sentence.

For example:

- duck what's a good sound that matches "duck"?

 piano drum xylophone oboe
- water what's a good sound that matches "water"?

 piano drum xylophone oboe
 - which sound groups contains those sounds?brass reed ensemble piano

Next:

Create a short melody for your sentence.

Use the other words in the sentence to help you choose the melodic contour, rhythm, tempo, dynamics

For example:

The duck is swimming slowly in the water.

Would you have your melody skip around? Will it contain a lot of short or long notes?

Use the handout to help you write your sentence, the name/# of the sound(s) you want to use, and any other notes you might have.

NOUN -	+ VERB	+ ADVERB	+ NOUN

Name		

Use this handout to help you write your sentence, the name/# of the sound(s) you want to use, and any other notes you might have.

NOUN -	· VERB -	+ ADVERB +	+ NOUN

GM INSTRUMENT SOUND GROUPS

Piano #1-8	Chromatic Percussion #9-16	Organ #17-24	Guitar #25-32
Bass	Solo Strings	Ensemble	Brass
#33-40	#41-48	#49-56	#57-64
Reed	Pipe	Synth Lead	Synth Pad
#65-72	#73-80	#81-88	#89-96
Synth Effects	Ethnic	Percussive	Sound Effects
#97-104	#105-112	#113-120	#121-128

Rubric

Student demonstrates appropriate use of:

Score	Keyboard Sounds (timbre)	Melodic Contour	Rhythm	Tempo	Dynamics
5					
4					
3					
2					
1					