

Activity 1 – Making sounds

Equipment

- range of instruments, including woodwind, brass, string and percussion

Method

1. Find a quiet area inside, then select a musical instrument from either the woodwind, brass, string or percussion section.
2. Explore which part of the instrument vibrates to make a sound.
3. Repeat the activity using musical instruments from each section.

Record your observations describing which parts of the instrument vibrate to make the sound.

Activity 2 – Visible vibrations

Equipment

- drum
- dry rice
- drumstick or beater

Method

1. Find a quiet place to work outside.
2. Sprinkle a handful of dry rice onto a drum skin.
3. Strike the drum skin with a drumstick, a beater or your hand with different amounts of force.

Record your observations, describing what happens to the drum skin and the rice.



Activity 3 – Changing volume

Equipment

- range of instruments, including woodwind, brass, string and percussion

Method

1. Find a quiet place to work inside, then select a musical instrument from either the woodwind, brass, string or percussion section.
2. Explore how to change the volume of its sound.
3. Repeat the activity using musical instruments from each section.

Record your observations, describing how you made the volume of the sound louder and quieter on each instrument.

Activity 4 – Altering pitch

Equipment

- range of instruments, including woodwind, brass, string and percussion

Method

1. Find a quiet place to work inside, then select a musical instrument from either the woodwind, brass, string or percussion section.
2. Explore how to make the pitch of the sound higher and lower.
3. Repeat the activity using musical instruments from each section.

Record your observations, describing how you made the pitch of the sound higher and lower on each instrument.



Activity 5 – Environmental sounds

Method

1. Take a walk outside the classroom and find somewhere safe to sit.
2. Close your eyes and listen to the sounds around you.

Record your observations, describing the sounds you hear, where they are coming from, their volume and their pitch.

