

Key concepts

Percussive instruments can be used to represent animal sounds.

Body movements can be used to represent the way in which animals move.

Actions can represent words.

The tempo and dynamics of music can be used to portray actions.

Music can be used to tell a story.

Key Vocabulary

tempo	Refers to the speed of the music.
dynamics	Describes how loud or quiet music is (volume).
chant	A repeated rhythmic phrase, usually in limited tones.
percussive	Relating to or produced by percussion instruments.
untuned	An instrument with no definite pitch, such as a bass drum.
tuned	An instrument that can make different notes.
performance	The act of presenting a form of entertainment.

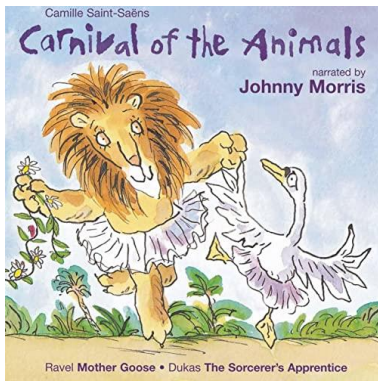
Composer Information

Animal Music

'The Flight of the Bumble Bee'
By Rimsky-Korsakov



'Carnival of the Animals' By Saint-Saëns



Fast Music

'Storm' by Vivaldi



Slow Music

'Moonlight Sonata'
by Beethoven



Loud Music

'Dance of the Knights'
By Prokofiev



Quiet Music

'Venus' by Holst



Things to do at home

Quiz:

How many animal songs can you think of?

A game to play with family and friends

Think of an animal. Keep it secret. Start moving like your animal and see if anyone can guess what you are.