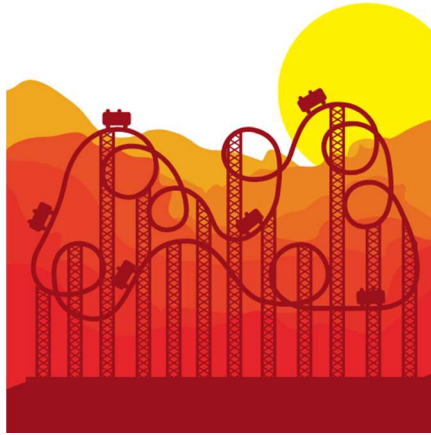




Theme Park Project



Task: To create your own theme park based on the musical elements

To present your work as a

- Model
- Powerpoint
- Video (with you explaining each ride, with pictures to demonstrate)
- Poster or Collage
- Composition

What are the musical elements?

Dynamics	The volume (how loud or soft the music is)
Rhythm	The movement of notes around the pulse
Tempo	The speed of the music
Structure	How the music is put together
Melody	The main tune
Instruments/Timbre	What is making the sound
Texture	How many layers the music has

How do I turn these elements into a Theme Park?





For each ride:

- Draw your ride/attraction. This could be anything from a traditional rollercoaster to the toddler teacups, or something fantastic you have invented yourself. The more original the better.
- Label your ride/attraction, explaining what it does.
- If you have craft materials make a model of your ride and label it.
- Describe the ride/attraction in terms of the musical elements.
- If you have an instrument or software at home, create a piece of music that describes your ride/attraction. We call this Programme Music.

Elements Example: Teacups Ride

Tempo: slow (adagio), but you can speed up (accelerando)

Dynamics: it is a quiet ride (piano) because it is designed for young

Rhythm: the teacups sway around in a $\frac{3}{4}$ waltz rhythm.



Timbre: the teacups sound peaceful, like a flute or even a woodwind

Structure: Binary. The teacups have one section

Texture: monophonic - there is only one thing going on a