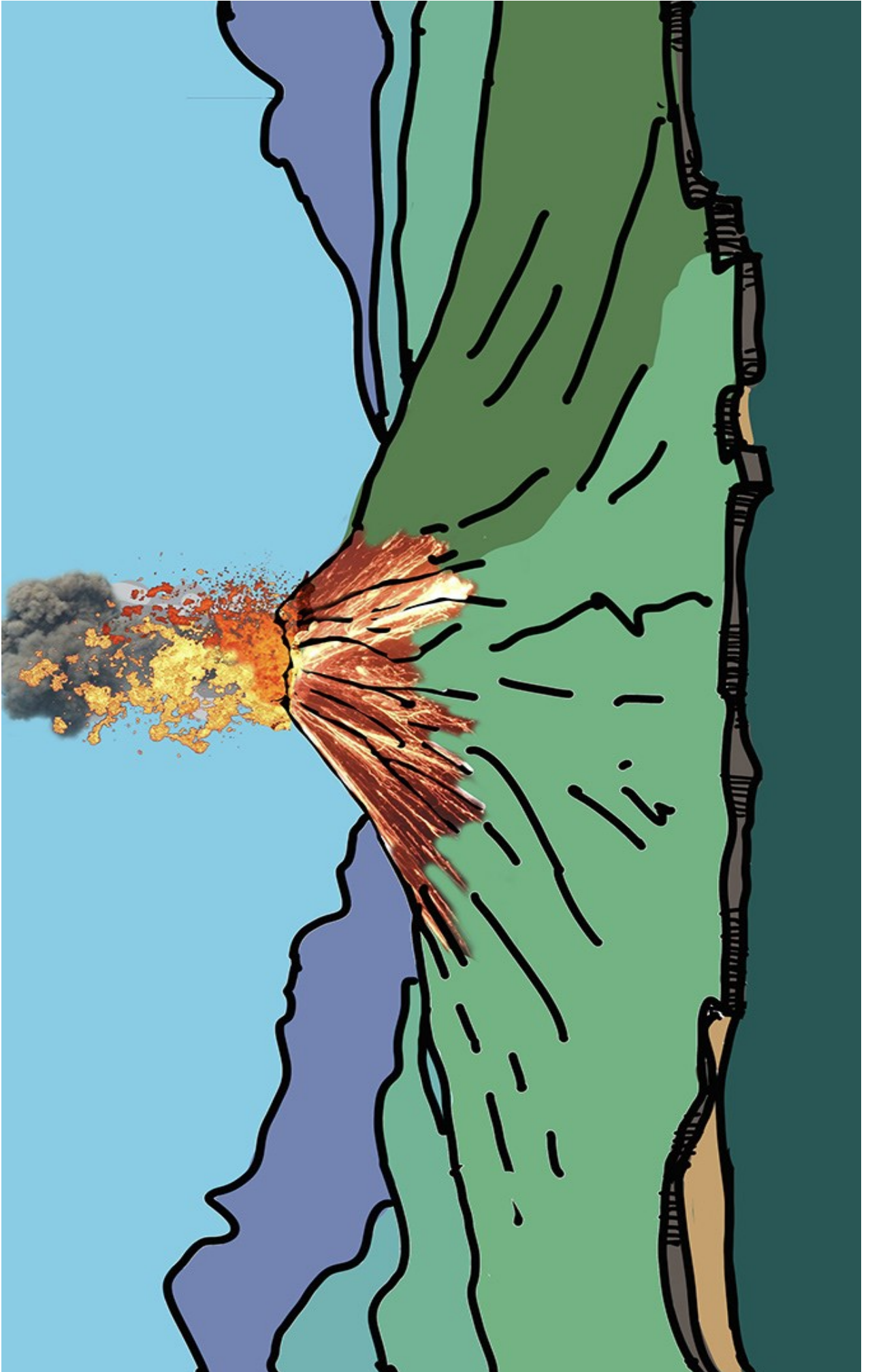


Musical SOUNDSCAPES

Teacher's Notes



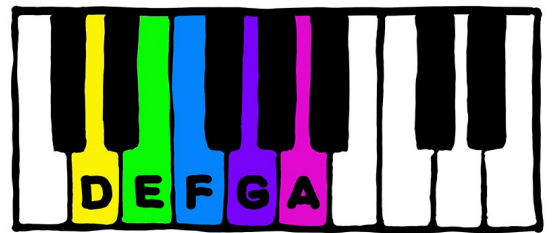
Volcano



Volcano Soundscape

In this one we want to represent the **rumble** sound that earthquakes make and the spectacular **explosion** when molten lava is thrown high into the air!

We are going to need a keyboard,



and all of the available percussion instruments we might have.



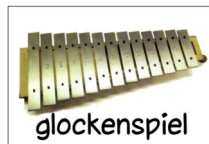
claves



cowbell



guiro



glockenspiel



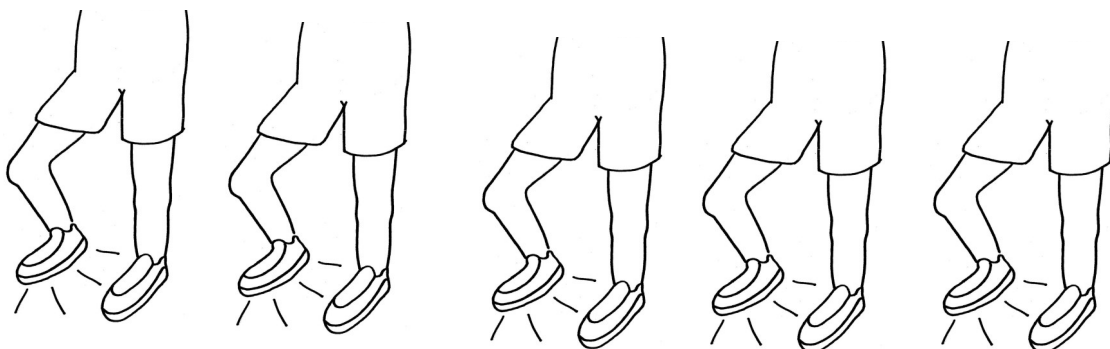
hand drum



maracas



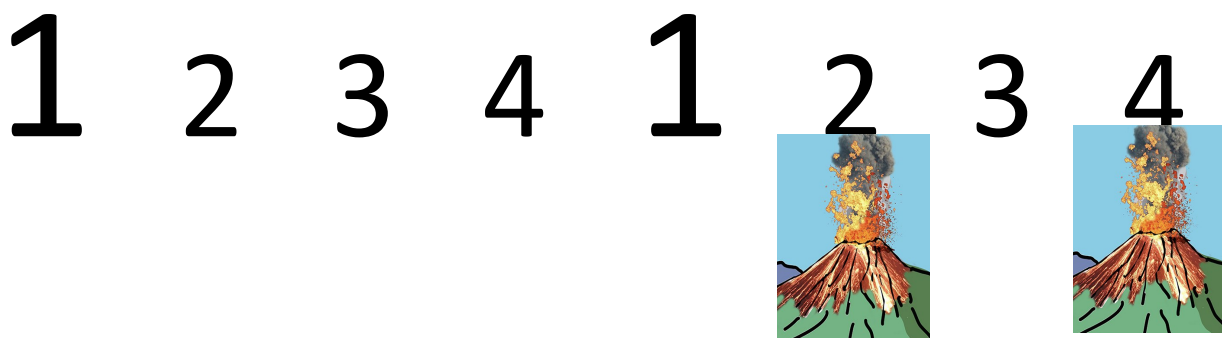
Or, we need to be creative and use whatever is available. Stamping feet would be good in this one!



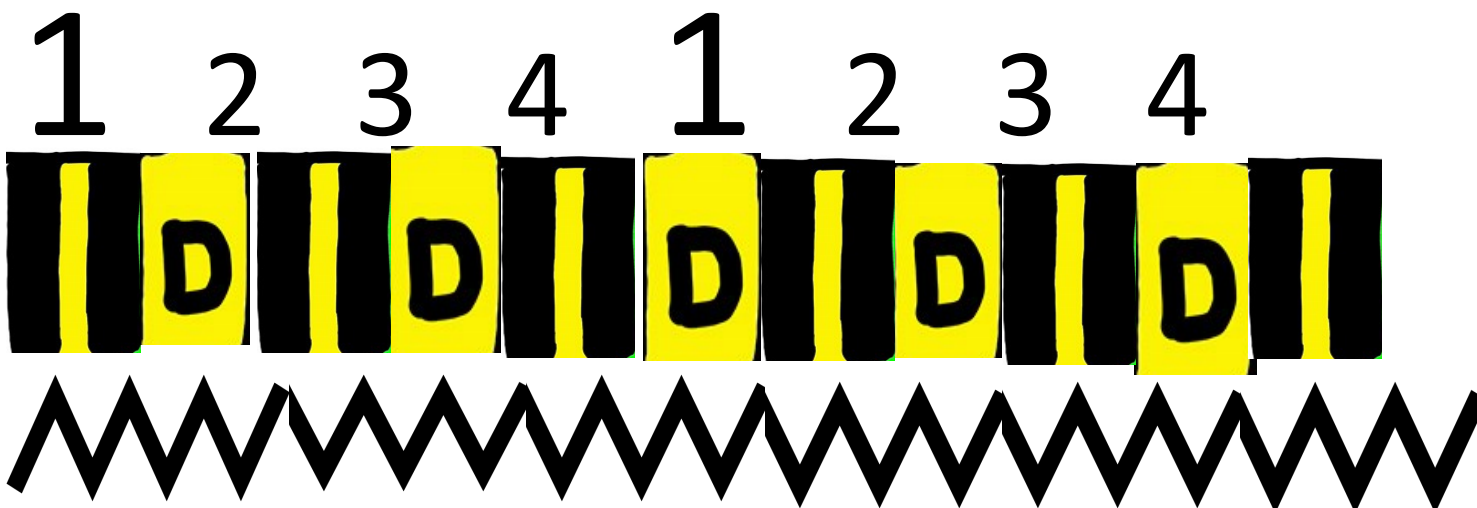
One group of players do the **rumble** and it needs to be a continuous noise. (Try the stamping feet idea) Have a listen to the [volcano mp3](#)



A second group of players make the **explosions**—(notice that you need to wait until the second count of 4 and you play on 2 and 4.)



A third group of players use the keyboard to describe the flow of Larva. Keep playing the two black notes first, then the D—as fast as you can!!

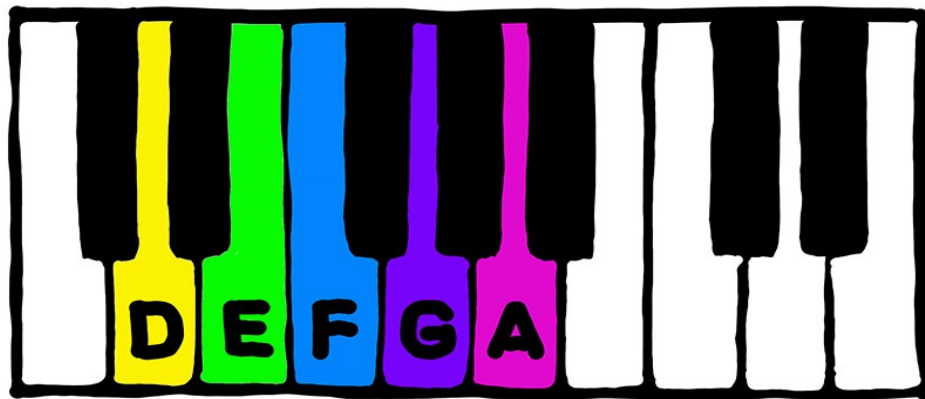


Boat Journey



Boat Journey

Task 1. With Keyboard and Percussion



Guiro
(5-6)



Jingle bells
(5-6)



Cabasa
(5-6)



We begin the piece with the Keyboard to make the Sea **scary** and **dangerous**. (We used the same idea to show Lava flowing in the Volcano)



At the same time as the keyboard , we need some **shakers** to give the idea of **wind and sea spray**



Guiro
(5-6)



Jingle bells
(5-6)



Cabasa
(5-6)



Now finally, we can have some loud claps of **thunder** and **lightening!**



I hope you all enjoyed that!

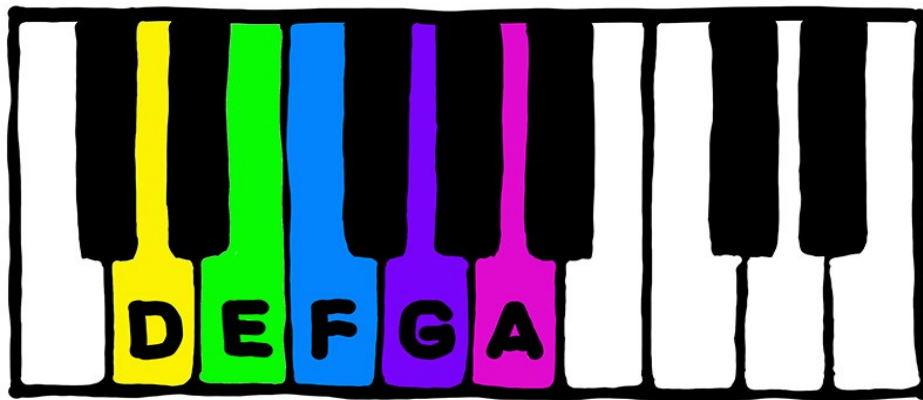
Now we move on to the
separate film called

“Sea Song”



Sea Song

In the musical soundscape “Sea Song,” we are going to use Voices, some Drums and a Keyboard. (Or we may use xylophones, glockenspiels or what ever instrument we have).



You can remind yourselves what it sounded like by listening to the [Sea Song mp3](#)

We will gradually build the piece, beginning with the rhythm the drums play which is :-

1 2 3 4 1 2 3 4



Keep the drums going and add voices with keyboard (playing low notes):-

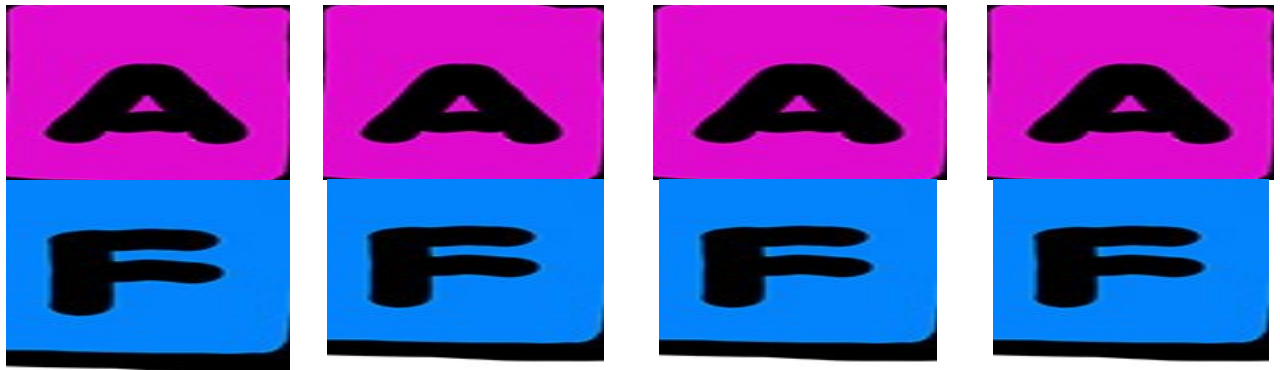
1 2 3 4 1 2 3 4



“Sail - ing On -wards, Sail- ing On -wards”

Now, add to that some more voices and keyboard :-

1 2 3 4 1 2 3 4



“Sail - ing On -wards”

Now we can add hauling the sail up higher:-

1 2 3 4 1 2 3 4



“Heave ho! Heave ho!”

Now, finally we add more voices and keyboard :-

1 2 3 4 1 2 3 4



Look the waves are get—ting big — ger!

What happens next? You could add a new section or gradually fade out to end the seascape. (You could try removing the parts one by one, just leaving the drums to finish the piece.)

There are *mp3* sounds of *The Sea mp3* and a *Volcano mp3* for you to listen to.

Now you can work out how to make a Musical Soundscapes for maybe a **Flood**, an **Earth-quake** or a **Battle**!