



AIM: To learn about the four qualities of music, make a simple instrument out of recycled material, and investigate character types and emotions.

Materials: If the teacher or any students play or even just have an instrument, take it to class. A high level of proficiency is not necessary; it will just be to illustrate the qualities of sound.

Cardboard or Tupperware boxes and elastic bands. 1 box and 4 bands per group. Ideally, of different thickness. See https://www.youtube.com/watch?v=b-Oocwv_HUU for ideas.

1. Ask the students, *What type of words do we need to communicate?* (verb, subject, object)

How about when painting? (three primary colours). From these we can make any number of phrases or paint a huge variety of pictures.

Music is the same. It has four qualities. What do you think they are?

2. Watch from 5.06-7.38 for the answers.

The four qualities of music are: (Demonstrate if you have an instrument in the classroom or encourage students with instruments or have them tap on the table or stamp on the floor.)

Timbre- helps us distinguish instruments (and voices)

Intensity (volume)

Duration (long or short, played quickly or slowly)

Pitch (low, midrange or high notes)

3. Ask students, What do you think Simarro decided to do with these four qualities? Watch from 7.39-8.12 for the answer.

He composed the symphony 'Cuatro acordes para expresarme'. He did this to encourage and help his students to compose a short piece to express themselves, remembering the four qualities of sound.

4. In pairs, students make mini string instruments using the recycled boxes and elastic bands to both sonically illustrate the four qualities of sound and play in a way that expresses how they feel today/lately/in general.

5. Finally, students write a short text to describe what they played- or would play-. How would they describe themselves? Where does this image or opinion come from? Is it something they think or something that family or friends think about them? Do they always feel or behave the same way? What things (situations, people etc) make them feel that way?