

Audio Clips (see page 3)

Unit 21: Listening - Pitch

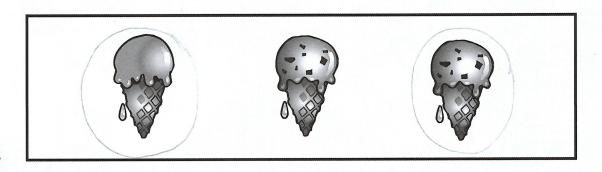
You will hear two pitches (notes). If they sound the **same**, circle two matching pictures. If they sound **different**, circle two different pictures.



1.



2.



3.

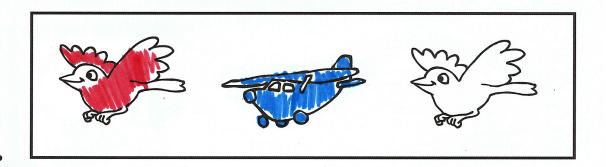


4.

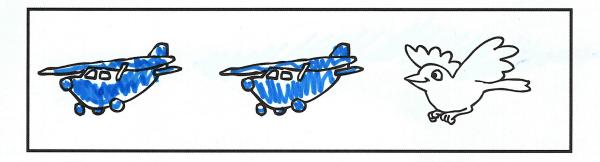
MELODY

Audio Clips (see page 3)

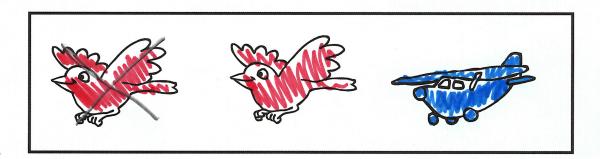
You will hear two melodies. If they sound the **same**, color two matching pictures. If they sound different, color two **different** pictures.



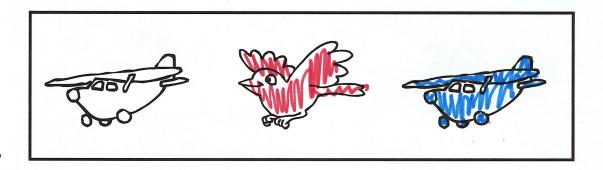
1.



2.



3.



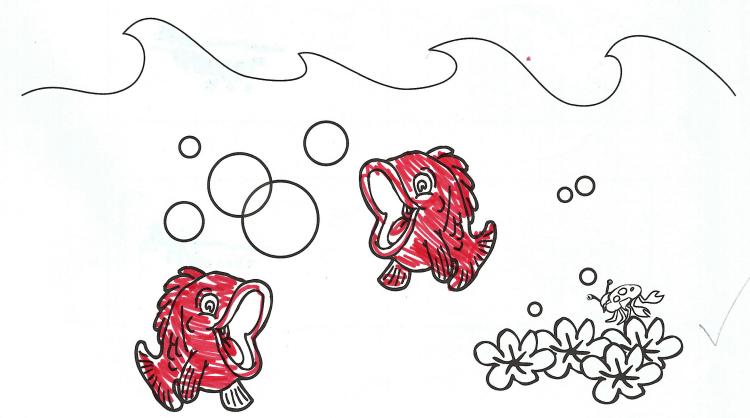
4



HIGH AND LOW

You will hear four examples. Each time you hear a **high** sound, color something that belongs up high in the air. Each time you hear a **low** sound, color something that belongs down low.





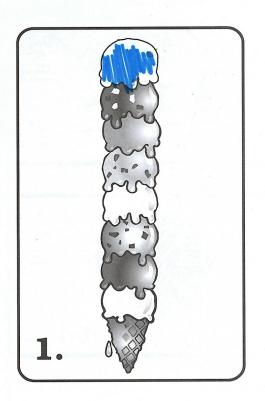
100

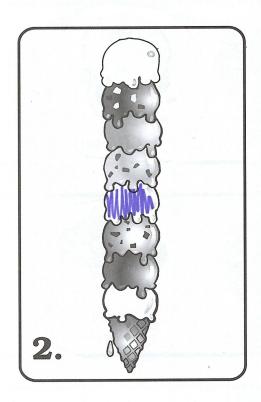
HIGH, MIDDLE, AND LOW

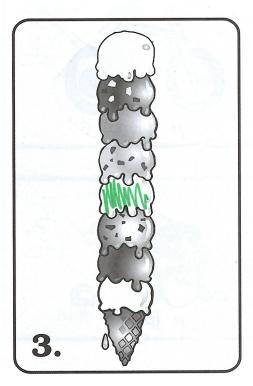


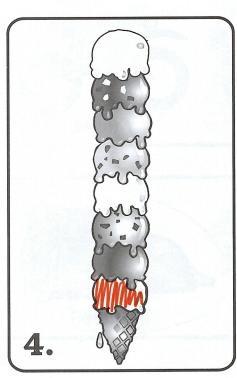
Audio Clips (see page 3)

For each example, decide if the sound you hear is **high**, **low** or in the **middle**. Color the highest scoop of ice cream for high sounds and the lowest scoop of ice cream for low sounds. If the sound is in the middle, choose a middle scoop of ice cream to color.









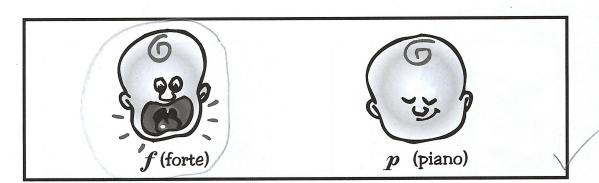


LOUD AND SOFT

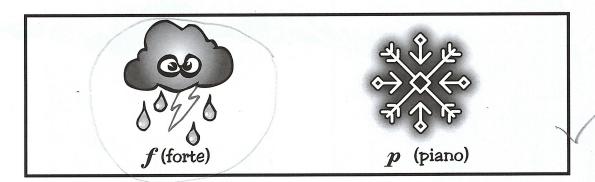
f (forte) means loud.

p (piano) means soft.

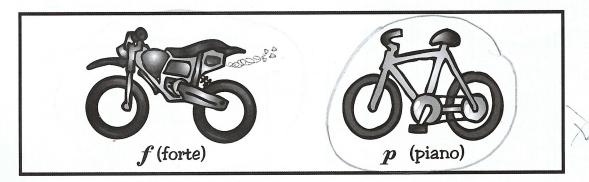
For each example, decide if what you hear is **loud** or **soft** then circle the picture that best describes what you heard.



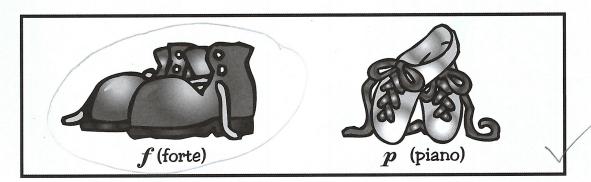
1.



2.



3.



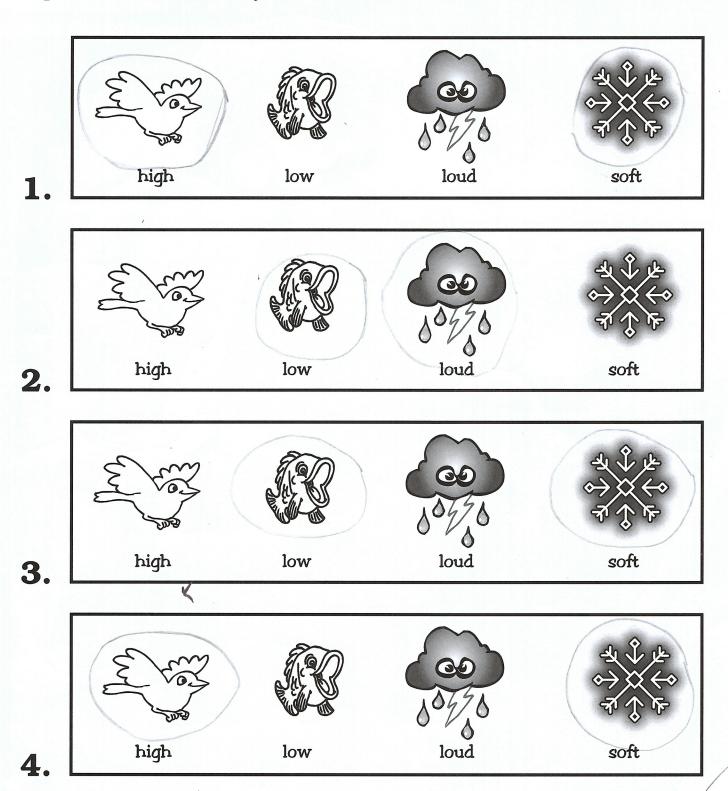
4.

HIGH OR LOW AND LOUD OR SOFT



Audio Clips (see page 3)

In each example you will hear a combination of sounds that are either **high** or **low** and **loud** or **soft**. Circle *two* pictures in each example that describe what you heard.

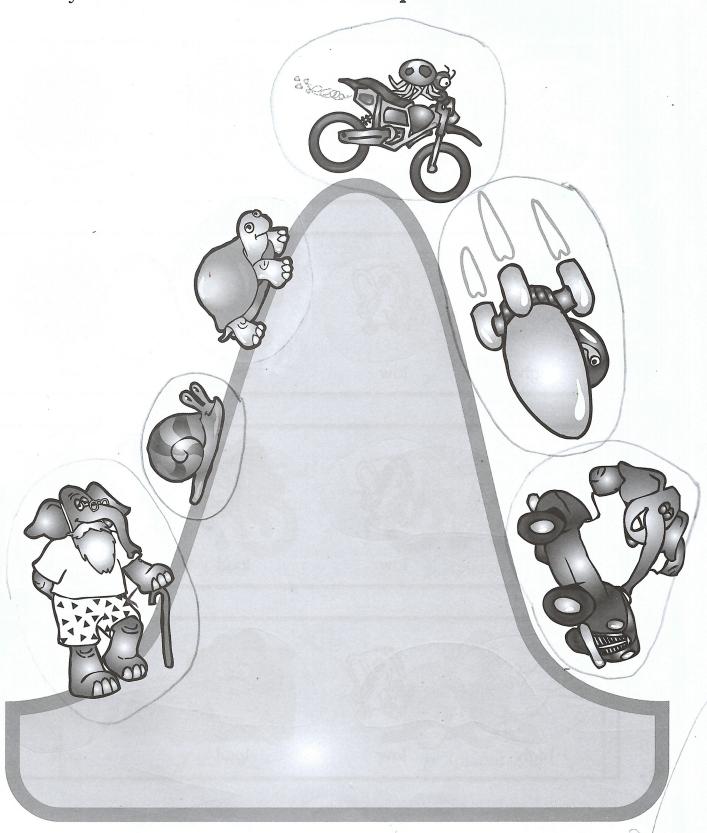




SLOW AND FAST

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Tempo indicates whether the music should be played fast or slow. As you listen to each example, circle something moving *slowly* if you hear music that has a **slow tempo**. Circle something moving *fast* if you hear music that has a **fast tempo**.

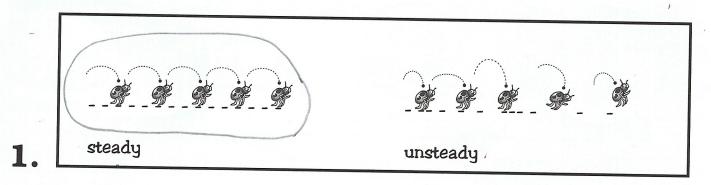


STEADY AND UNSTEADY

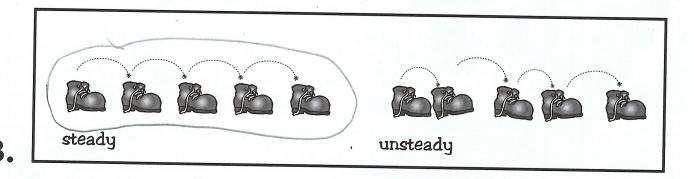


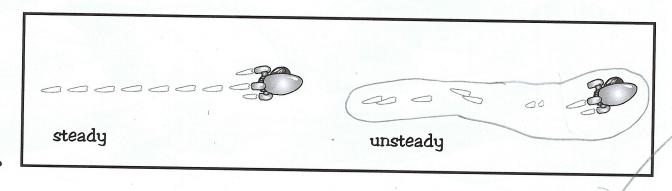
Audio Clips (see page 3)

Does this bug have a steady hop? Does this soccer ball have a steady bounce? Does this shoe have a steady walk? Does this spaceship have a steady acceleration? You will hear music with either a **steady** beat (an even beat), or an unsteady beat (an uneven beat). Circle the picture for each example that best describes what you heard.



steady unsteady



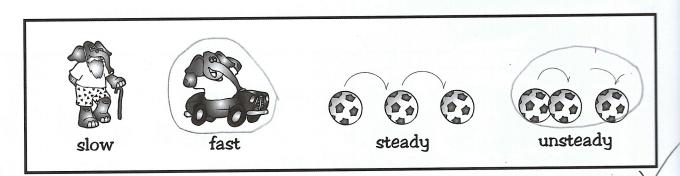




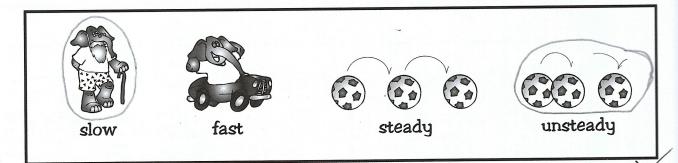
FAST OR SLOW AND STEADY OR UNSTEADY

Audio Clips (see page 3)

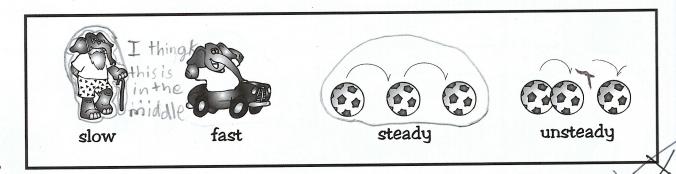
In each example you will hear a combination of sounds that are either **fast or slow** and **steady or unsteady**. Circle *two* pictures in each example that best describe what you heard.



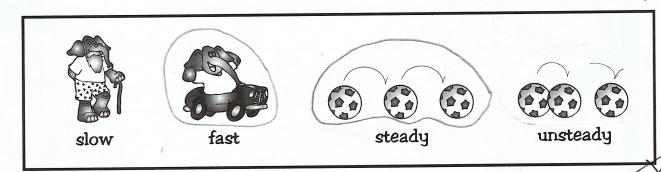
1.



2.



3.



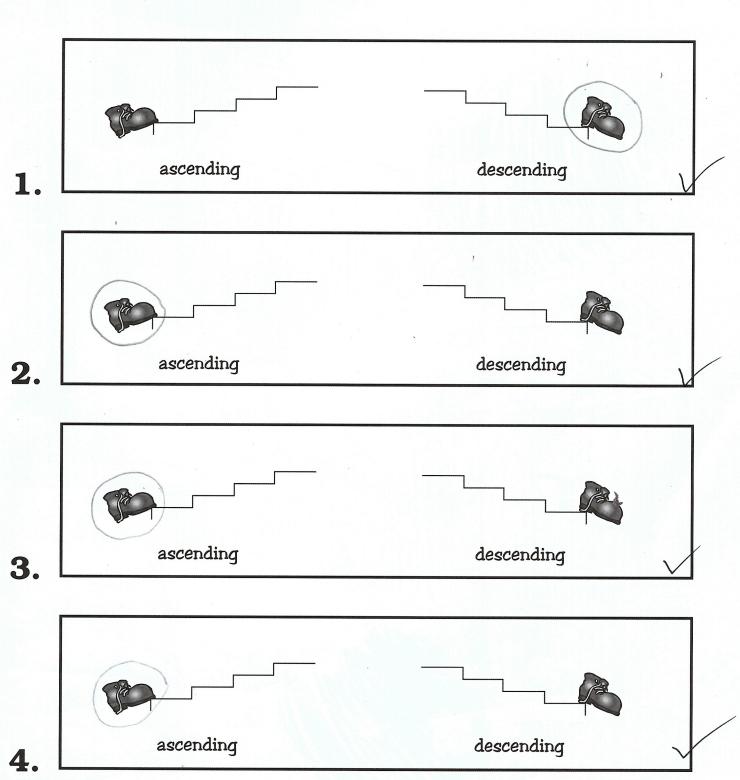
4.

ASCENDING AND DESCENDING



Audio Clips (see page 3)

Listen to each example. If you hear notes moving *up*, circle the shoe that is **ascending**. If you hear notes moving *down*, circle the shoe that is **descending**.



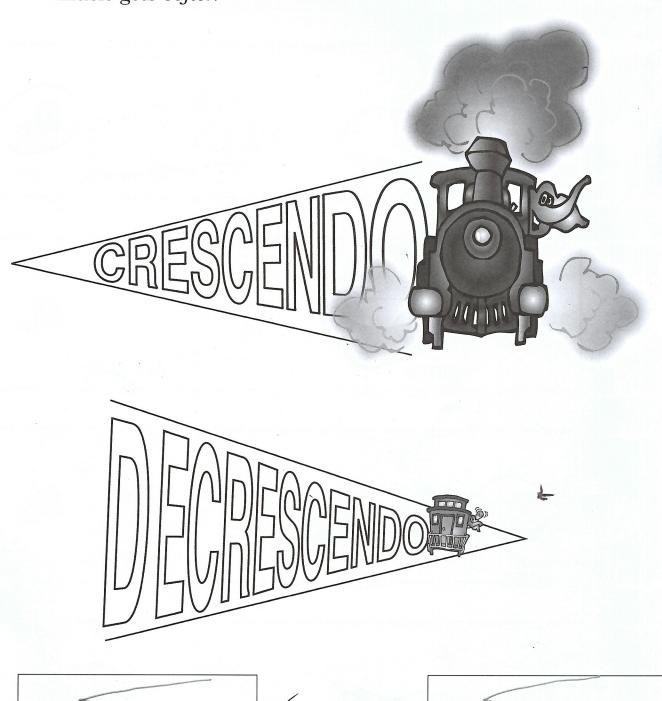


1.

CRESCENDO AND DECRESCENDO

(DECRESCENDO CAN ALSO BE CALLED DIMINUENDO)

Listen to each example and draw a **crescendo** if the music you hear gets *louder*. Draw a **decrescendo** (or diminuendo) if the music gets *softer*.



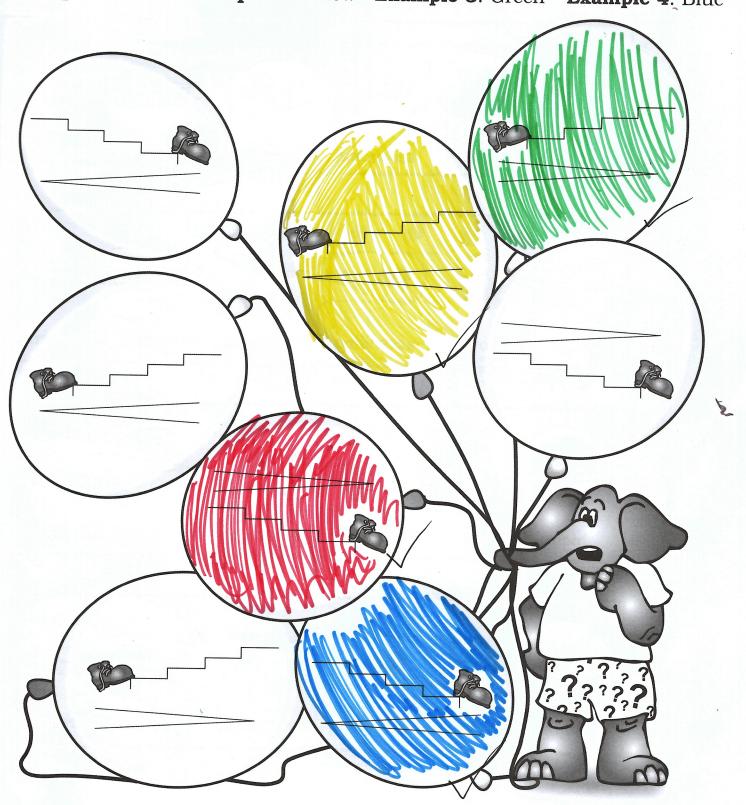
ASCENDING OR DESCENDING AND CRESCENDO OR DECRESCENDO



Audio Clips (see page 3)

In each example, you will hear a combination of notes that are **ascending or descending** with a **crescendo or decrescendo** (sometimes called *diminuendo*.) Using the color code below, color a balloon to match each example you hear.

Example 1: Red Example 2: Yellow Example 3: Green Example 4: Blue

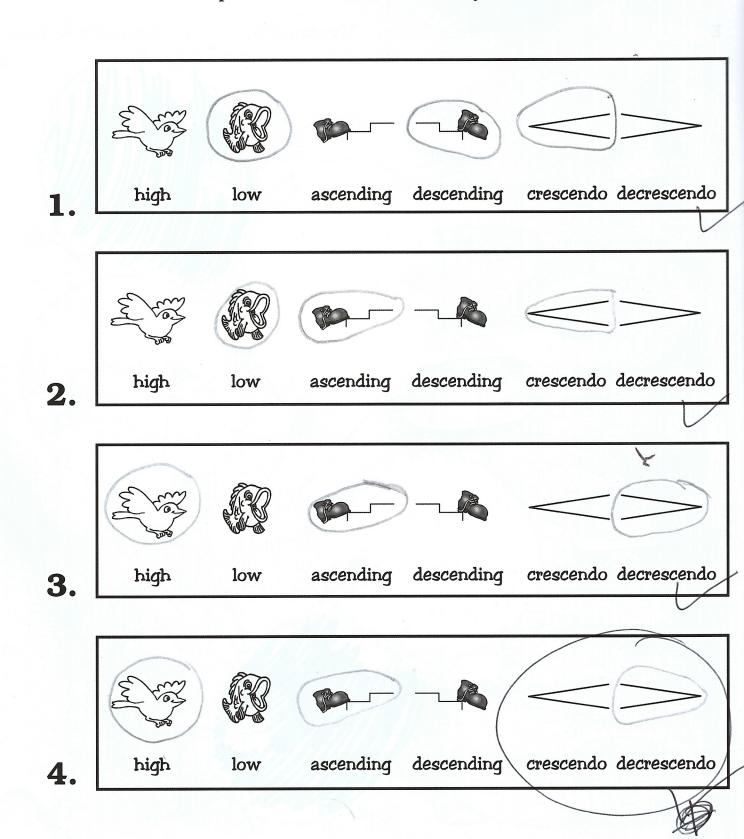




ALL TOGETHER NOW!

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In each example you will hear a combination of high *or* low, ascending *or* descending, and crescendo *or* decrescendo. Circle **three** pictures in each example that best describe what you heard.



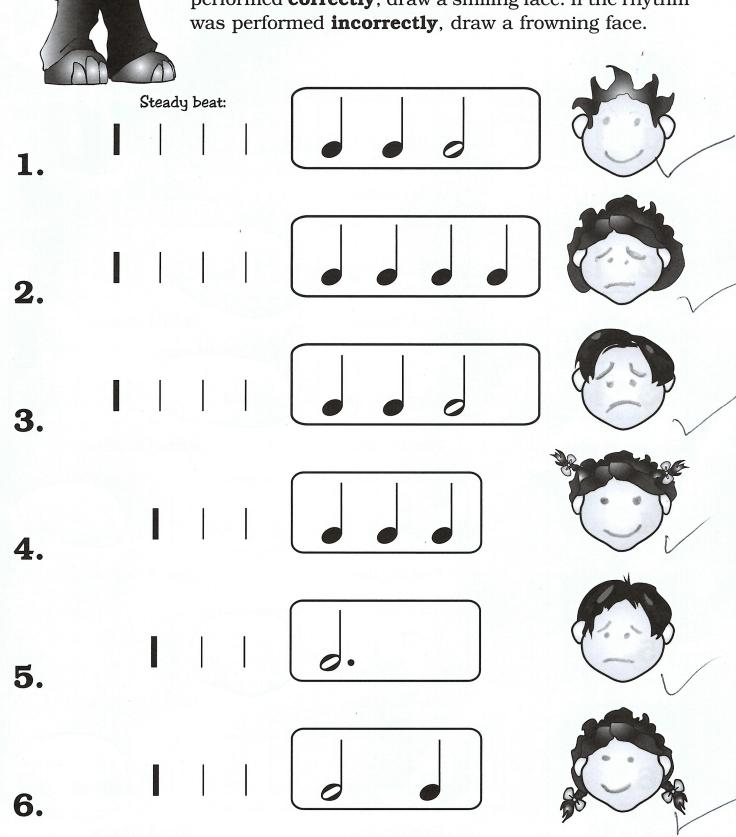
Listen

Unit 22: Rhythm



Audio Clips (see page 3)

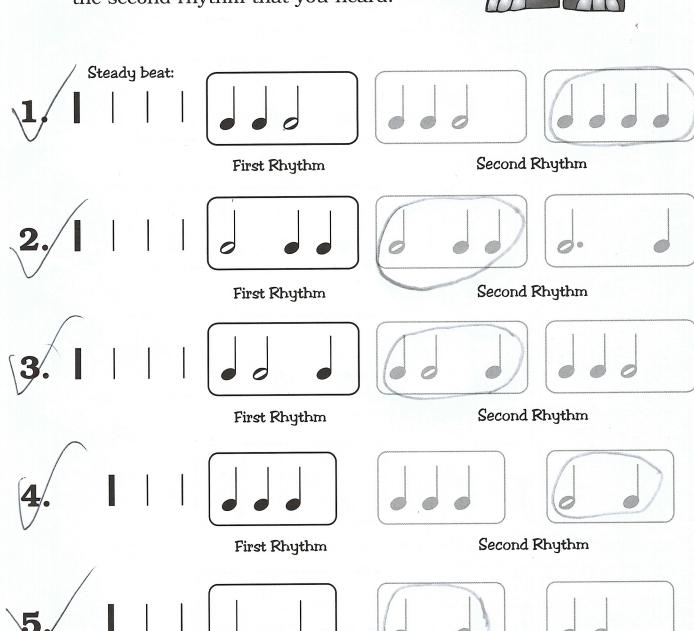
Listen carefully to each example. If the rhythm was performed **correctly**, draw a smiling face. If the rhythm was performed **incorrectly**, draw a frowning face.



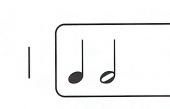


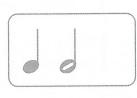
WHAT DO YOU HEAR?

You will hear two rhythms. Decide if the second rhythm is the same or different. Circle the second rhythm that you heard.











First Rhythm

First Rhythm

Second Rhythm

Second Rhythm