

Learning Dynamics

Definition: **Dynamics** (TEM-poe) is the volume of the music; it's how loud or soft the music is.

Below are the names of different dynamics and an analogy for their volume. From left to right, the dynamics go from soft to loud:



GAME TIME

Dynamic Conductor

For this game, you'll need at least two people.

How to play:

- Each dynamic will correspond to a body movement:
 - **Pianissimo** = crouching in a ball close to the ground
 - **Piano** = a squat
 - **Mezzo Piano/Mezzo Forte** = stand with your hands at shoulder height
 - **Forte** = stand on tip toes with your hands above your head
 - **Fortissimo** = jump high into the air with your hands up
- One person is the Conductor. The Conductor will do the body movements. The others will be the Orchestra.
- While the Conductor does the body movements, the Orchestra will say the word "Music" at the indicated dynamic.
Example: The Conductor crouches; the Orchestra whispers, "Music."
- The Conductor can be tricky! Do the actions slow or fast; the Orchestra should respond as quickly as possible.
- Take turns being the Conductor and the Orchestra.