

Creating a Graphic Score

1. Choose a piece of music from your age category.

Age 4-10		Age 11-14		Age 15+	
1.	Léo Delibes: Pizzicato	1.	George Gershwin:	1.	Dmitri Shostakovich:
2.	Erik Satie:		Rhapsody in Blue		Lady Macbeth of
	Gymnopédies, No.1	2.	Igor Stravinsky: The		Mtsensk- Suite.
3.	Edvard Grieg: In the		Rite of Spring 'Augurs	2.	Hildegard von Bingen:
	Hall of the Mountain		of Spring'		Ave generosa
	king	3.	Benjamin Britten: The	3.	Leonard Bernstein:
4.	Anna Clyne: The Night		Young Person's Guide		Symphony No.2 'The
	Ferry		to the Orchestra		Age of Anxiety'
5.	Nikolai Rimsky-	4.	Claude Debussy:	4.	Frederick Delius: On
	Korsakov:		'Petite Suite'- En		Hearing the First
	Scheherazade- 1. The		Bateau		Cuckoo in Spring
	Sea and Sinbad's Ship	5.	Aaron Copland: The	5.	Franz Schubert: Der
			Tender Land: Finale-		Schmetterling
			The Promise of Living		Overture

- 2. Listen to your chosen piece and create an A3 graphic score. Your graphic score is entirely up to interpretation. A graphic score is the representation of music through the use of visual symbols and shapes outside the realm of traditional music notation. Look for the most creative and artistic ways that you can present a piece of music. So let you imagination run wild and create what you feel and hear.
- 3. You can use paint, pens, pencils, crayons or any other imaginative methods

Here are some examples of Graphic Scores:



















