Constructing a Graphic Score

Listen to an extract from "Storm Interlude", a piece from Benjamin Britten's opera Peter Grimes about a doomed fisherman.



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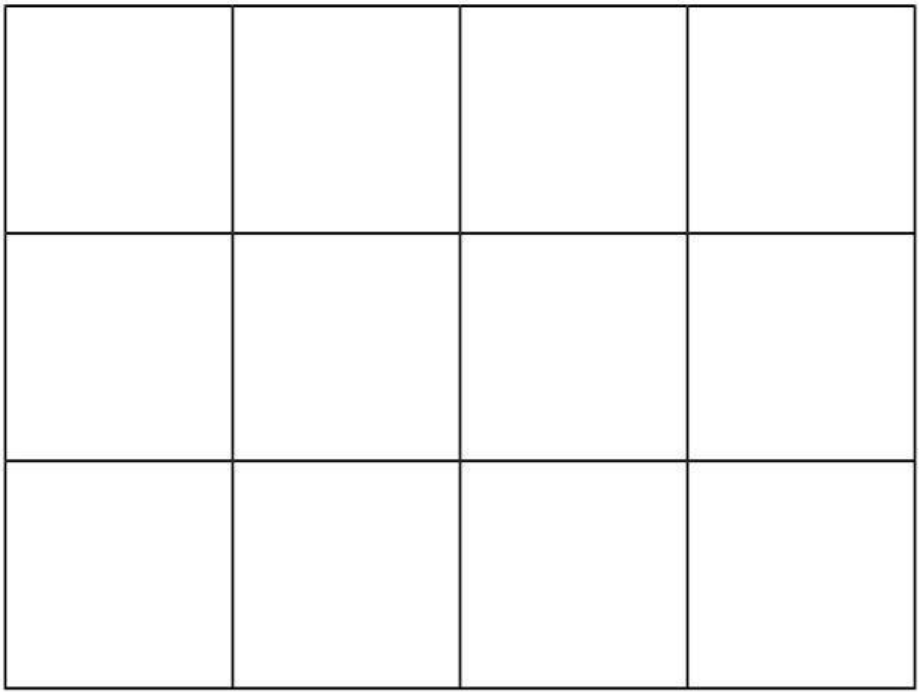
Your task is to construct a graphic score to follow the music. You might want to use a grid or layers.

How can you divide each section? *(quiet, loud, fast, slow passages)*

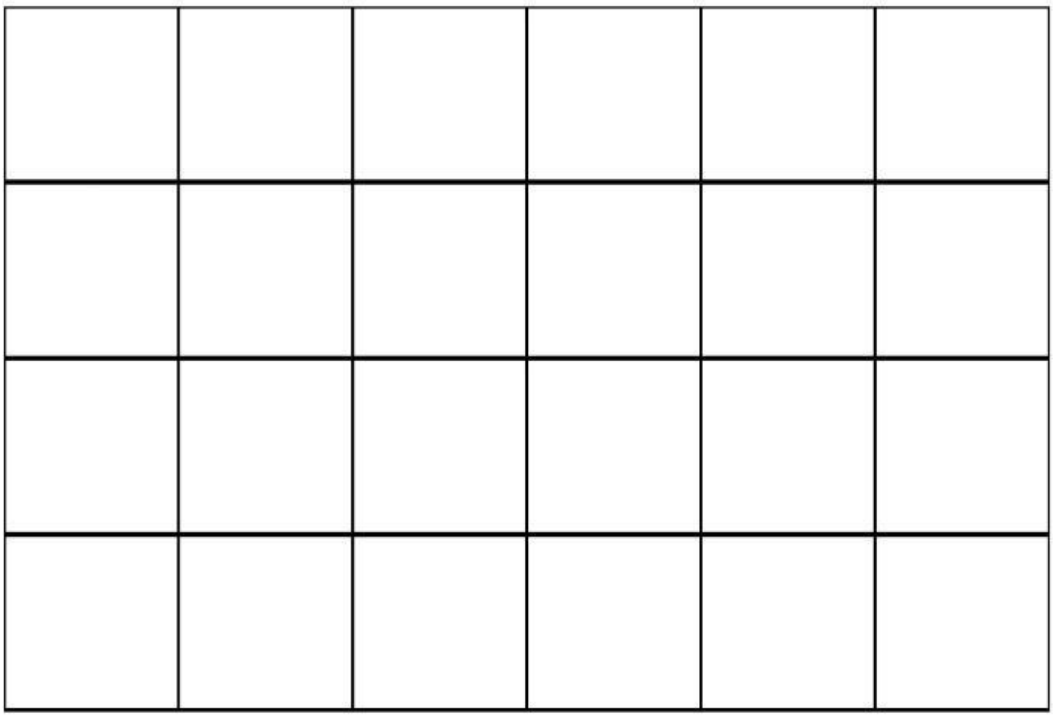
Which elements of the music do you want to represent? *(pitch, dynamics, tempo, texture)*

What symbols and colours could you use? *(stars, shapes, swirls, dots, dashes, waves, arrows, symbols)*

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