

DYNAMICS

Draw a line from the symbol to the correct dynamic.

f

To gradually get softer

>

Loud

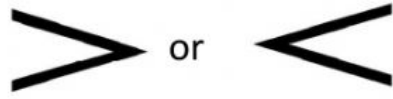
p

To gradually get louder

<

Soft

Listen, then identify the Dynamics as



1.



2.



3.

