



NAME \_\_\_\_\_

DATE \_\_\_\_\_

**Taking Flight: Insects**  
 SCRIBIN Etude in F-sharp Major, op. 42, no. 3 ("Mosquito")  
 RIMSKY-KORSAKOV Flight of the Bumblebee

## WHAT DO YOU HEAR?



### BEE

In this episode, we hear how the piano can sound like two insects! How can the piano create the buzzing sounds of a bumblebee and a mosquito?

Our first piece is about a bumblebee! What do you know about bees? Are they heavy or light? How do they move? Describe bees and their movement below.

---



---



---



---

Listen to the bee's tune that Buddy plays. Does it sound like a bee? How do you think bee music should sound? Circle your answers below.

The speed of the music needs to be: SLOW / QUICK

The music should sound: LOUD / QUIET

The pitch of the music needs to be: LOW / HIGH

The style of the music needs to be: LIGHT / HEAVY



# CLIBURN KIDS

After we listen to the whole performance, Buddy tells us what note value the composer used to create the fast-paced music of the frantic bee. Circle the correct note value below.



**QUARTER NOTES**



**EIGHTH NOTES**



**SIXTEENTH NOTES**

## MOSQUITO

Next, we listen to some music that sounds like a mosquito. How would you describe mosquitos and their movement?

---

---

Buddy shows us how to make the piano buzz! What does he do to create a buzzing sound?

---

---

Now that we know how to make our mosquito wings buzz, let's think about the other characteristics the music will need to have and describe them below. What tempo (speed), dynamics (volume), pitch (high or low), and style (smooth and connected, choppy and separated) should our composer use to imitate a mosquito?

---

---

---

---



## INSECT STORY TIME!

Use your imagination to create a story about these two insects! To get you started, think about the elements of a story and fill in this chart.

**CHARACTERS:** Who is the story about?

Name and describe the main characters of the story. Tell us about their physical traits and personalities.

**SETTING:** Where does the story take place?

Describe the location of the story and time of day. Try to think about creating a mood for your story.

**ACTION:** What events happen during the story?

What problem or conflict does the character need to solve? What are some setbacks? How will the main character(s) solve the problem?

**CHARACTERS**

**SETTING**

**BEGINNING**

**MIDDLE**

**END**



