

Use the Guide below as you build your instrument. Each instrument family has specific details that must be included in your design.

Brass Family	Strings Family	Woodwind Family	Percussion Family
<ul style="list-style-type: none"> • "Must Have" Parts of the instrument <ul style="list-style-type: none"> ○ Must have a "mouth piece" where air is blow into the instrument ○ Must have a "bell" at the base of the instrument ○ Must have some kind of tubing for air to travel through • Questions you must answer in your presentation of the instrument <ul style="list-style-type: none"> ○ How is vibration created to make sound in the instrument? ○ How can you change the PITCH of the sound the instrument makes? ○ What "real world" instrument is your instrument modeled after? 	<ul style="list-style-type: none"> • "Must Have" Parts of the instrument <ul style="list-style-type: none"> ○ Must have at LEAST 3 strings ○ Must have a "Sound Box" as the body of the instrument ○ Strings must be able to change pitch (either YOU change the pitch manually, or different strings make different pitches) • Questions you must answer in your presentation of the instrument <ul style="list-style-type: none"> ○ How is vibration created to make sound in the instrument? ○ How can you change the PITCH of the sound the instrument makes? ○ What "real world" instrument is your instrument modeled after? 	<ul style="list-style-type: none"> • "Must Have" Parts of the instrument <ul style="list-style-type: none"> ○ Must be played by blowing air into or "across" the instrument ○ Must have holes along the body of the instrument • Questions you must answer in your presentation of the instrument <ul style="list-style-type: none"> ○ How is vibration created to make sound in the instrument? ○ How can you change the PITCH of the sound the instrument makes? ○ What "real world" instrument is your instrument modeled after? 	<ul style="list-style-type: none"> • "Must Have" Parts of the instrument <ul style="list-style-type: none"> ○ Must be played by either shaking, scraping, or hitting the instrument • Questions you must answer in your presentation of the instrument <ul style="list-style-type: none"> ○ How is vibration created to make sound in the instrument (i.e. how is it played?) ○ What MATERIAL is the instrument made of and how does that effect it's sound? ○ Is this instrument PITCHED or UNPITCHED? If pitched, you must demonstrate the different pitches it can play

Note of ALL instruments: Whatever instrument you make, you must describe what FAMILY it belongs in and you must DEMONSTRATE how the instrument is played. All instruments MUST play at least 1-3 pitches. BONUS POINTS if you can play a SONG on your instrument!