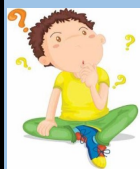


Creating Media—Making Music — KNOWLEDGE ORGANISER



What I should already know?:



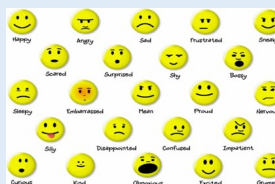
I will have experience of making choices on a tablet/computer, and I should be able to navigate within an application. I should also have some experience of different patterns.

What I will know by the end of the unit:

I will listen to and compare two pieces of music from The Planets by Gustav Holst. I will use a musical description word bank to describe how this music generates emotions, i.e. how it makes me feel.

I will create patterns and use those patterns as rhythms. I will use untuned percussion instruments and computers to hear the different rhythm patterns that they create.

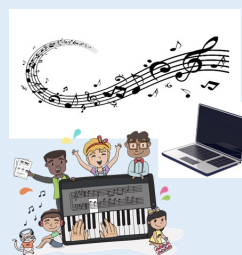
I will explore how music can be used in different ways to express emotions and to trigger my imagination. I will experiment with the pitch of notes to create my own piece of music, which will be associated with a physical object.



I will develop my understanding of music and will use a computer to create and refine musical patterns.

I will create a piece of music using the animal as inspiration. I will think about how the animal moves and create a rhythm pattern for the. Once I have a defined a rhythm, I will create a musical pattern (melody) to go with it.

I will retrieve and review my work and spend time making improvements



Using Song Maker

-On Chrome Music Lab, click on the multi-coloured smiley face for Song Maker.



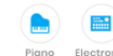
-By clicking on the different squares, you can make different musical notes. The higher up you click, the higher the pitch!



-Clicking on the shapes below the notes allows you to add in percussion, e.g. drums and symbols.



-You can change the instruments that make the sounds, by clicking on the different options in the bottom left.



-By moving the dot along this bar (at the bottom of the page) you can change the tempo, making it faster or slower.

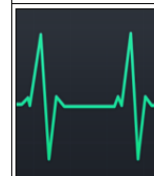


-This symbol lets you listen to the music that you have made!

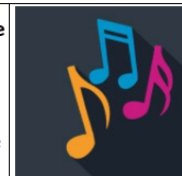


Music Vocabulary

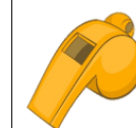
There are lots of different things to consider when we are making and listening to music. Some of the most important words that you should know are below.



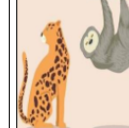
Pulse is the steady beat, like a ticking clock or a heartbeat. Music has a pulse. Sometimes, we can clap or move in time to the pulse of music.



Rhythm is the pattern of long and short sounds in music. In lots of music, a rhythm is repeated throughout the song.



The **pitch** is how high or low a sound is. An example of a high-pitched sound is a whistle, a low-pitched sound is a drum.



The **tempo** is how fast or slow the music is. Fast-tempo music can sound energetic or frightening. Slow-pitched music can sound sad.



Volume is how loud or quiet something is. When making music, we can use loud and quiet sounds to show different ideas and emotions.

VOCABULARY

Open	To double click on a document to view what it is.
Edit	To make changes to a document.
Feelings	To acknowledge the emotions that you get when you listen to a piece of music.
Create	To make something that is new.
Instrument	A tool or device that is used to create music.