



Year 2 – Digital Music

Core Knowledge / skills to be acquired: (Unit 2.7 – Making Music)

- To make music digitally using 2Sequence.
- To explore, edit and combine sounds using 2Sequence.
- To edit and refine composed music.
- To think about how music can be used to express feelings and create tunes which depict feelings.
- To upload a sound from a bank of sounds into the Sounds section.
- To record and upload environmental sounds into Purple Mash.
- To use these sounds to create tunes in 2Sequence.

Key Vocabulary:

- bpm** - The number of beats played in a minute.
- Composition** - A creative work, especially a poem or piece of music.
- Digitally** - By means of digital or computer technology.
- Instrument** - An object or device for producing musical sounds.
- Music** - Vocal or instrumental sounds (or both) played alone or combined.
- Sound Effects (Sfx)** - A sound other than speech or music made artificially for use in a play, film, or piece of music.
- Soundtrack** - A recording of the musical accompaniment of a film.
- Tempo** - The speed at which a passage of music is, or should be, played.
- Volume** - How loud a piece of music is.

Curriculum Enrichment / Cultural Capital Opportunities / key questions

- What is meant by digital music?
- How can I change how my music sounds?
- What is it meant by the tempo of the music?

What comes next: (Unit 4.9 – Making Music)

- To identify and discuss the main elements of music.
- To understand and experiment with rhythm and tempo.
- To create a melodic phrase.
- To electronically compose a piece of music.

Year 4 – Digital Music

Core Knowledge / skills to be acquired: (Unit 4.9 – Making Music)

- To identify and discuss the main elements of music.
- To understand and experiment with rhythm and tempo.
- To create a melodic phrase.
- To electronically compose a piece of music.

Key Vocabulary:

Pitch - How high or low the sound of a note is.

Rhythm - A pattern of long and short sounds and silences.

Pulse - The steady beat of a piece of music.

Tempo - How slow or fast a piece of music is.

Dynamics - How loud or quiet a sound is.

Texture - The way that different sounds and music elements are layered together to create a piece of music.

Melody - A sequence of notes which make up a tune.

Rippler - The tool which when clicked, begins the ripple of sound.

House music - A style of electronic disco music which uses a range of different beats and synth sounds.

Curriculum Enrichment / Cultural Capital Opportunities / key questions

- What is the difference between melody and rhythm?

Prior knowledge / skills this builds on: (Unit 2.7 – Making Music)

- To make music digitally using 2Sequence.
- To explore, edit and combine sounds using 2Sequence.
- To edit and refine composed music.
- To think about how music can be used to express feelings and create tunes which depict feelings.
- To upload a sound from a bank of sounds into the Sounds section.
- To record and upload environmental sounds into Purple Mash.
- To use these sounds to create tunes in 2Sequence.