

Prior Learning (EYFS):

Explore and engage in music making and dance, performing solo or in groups.

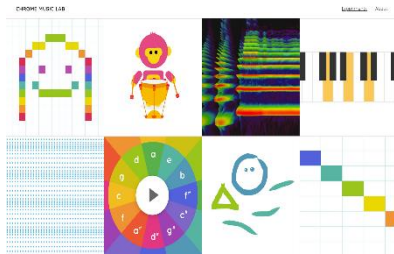
Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.

Explore, use and refine a variety of artistic effects to express their ideas and feelings.

Key Vocabulary

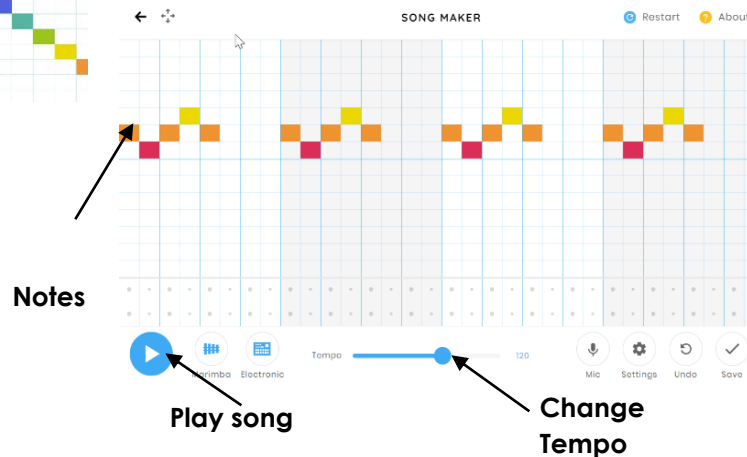
music
Gustav Holst
quiet
loud
feelings
emotions
pattern
rhythm
pulse/beat
pitch
tempo
notes
instrument
review
edit

Chrome Music Lab



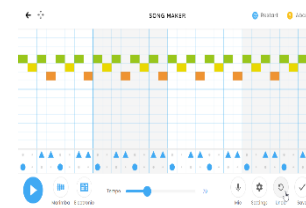
We can use Chrome music Lab to make digital music online.

We can put different notes together to create a song.



Rules for editing music:

- Spend time making any changes that you thought of.
- Make one change at a time.
- Listen to your music after each change.
- Use 'Undo' if you don't like a change.



Year 2 Creating Media 2: Making Music

Current Learning (Y2):

Learners will be using a computer to create music. They will listen to a variety of pieces of music and consider how music can make them think and feel. Learners will compare creating music digitally and non-digitally. Learners will look at patterns and purposefully create music

Future Learning (Y4 Audio Editing)

Learners will initially examine devices capable of recording digital audio, which will include identifying the input device (microphone) and output devices (speaker or headphones) if available. Learners will discuss the ownership of digital audio and the copyright implications of duplicating the work of others. Learners will produce a podcast, which will include editing their work, adding multiple tracks, and opening and saving the audio files. Finally, learners will evaluate their work and give feedback to their peers.

Gustav Holst

Gustav Holst wrote music to make us think and feel different things.

He named his pieces of music after the planets.



Pulse Is a steady beat, like a ticking clock or your heartbeat

Rhythm Is a pattern of long and short sounds.

Pitch Is how high or low the sound is

Duration Is how long the sound lasts for

Tempo Is how fast or slow the notes play.



Key Questions:

- How does music make us feel?
- How can music be used in different ways?
- How do I create a rhythm pattern?
- What are notes?
- How can I use a computer to create music?
- How can I review and edit my work?