

## Key Learning

## Key Vocabulary

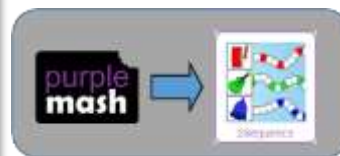
- To make music digitally using 2Sequence.
  - To explore, edit and combine sounds using 2Sequence.
  - To edit and refine composed music.
  - To think about how music can be used to express feelings and create tunes which depict feelings.
  - To upload a sound from a bank of sounds into the Sounds section.
  - To record and upload environmental sounds into Purple Mash.
  - To use these sounds to create tunes in 2Sequence.
- 
- To explore how a story can be presented in different ways.
  - To make a quiz about a story or class topic.
  - To make a fact file on a non-fiction topic.
  - To make a presentation to the class.

- 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.
- 
- E-book - An electronic version of a printed book that can be read on a computer or a specifically designed handheld device.
  - Fact file - A document containing all the important information about one subject.
  - Fiction - A book or story that is written about imaginary characters and events and not based on real people or places.
  - Node - A way to represent a concept or idea using text and/or images.
  - Presentation - A way of displaying information about a subject to an audience.

## Sticky knowledge

- Digital music is made using a computer or other device. Digital music allows the computer to copy the sound made by instruments and combine them together to make a piece of music.
- You can change how your digital music sounds in many ways. One way is to increase the tempo of the music or vary the volume of each instrument in the piece.
- Tempo is measured in BPM, or beats per minute. One beat every second is 60 BPM.
- Planning a presentation - The important thing to consider is the audience. Think about how old they are and what they would find interesting.

## Key Resources



## Aspirations

- Publicist
- Games audio designer
- Musician
- Illustrator

## Characteristics needed for this topic:

- Imagination
- Cooperation
- Concentration