



? What are we learning about digital music creation?

A lot of music is now created using a computer so it is important to understand how this is done and why musicians use computers sometimes instead of really instruments (computers can make it quicker to make music and add effects). We can then have a go at it ourselves, including using programming skills of sequencing, layering, creating loops and adding variables to compose and perform our own music.



National Curriculum Content

Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals.



Key knowledge

1. Create ascending and descending scales.
2. Add chords evenly across the scales.
3. Add arpeggios and melodies.
4. Add a steady and even rhythm.
5. Use sampled sounds to create an effective mix.
6. Build beats, melody (tones) and effects.



Important Vocabulary

Scales	A scale is a sequence of notes played one after the other going up (ascending) or down (descending).
Chords	A group of notes played together to make one sound.
Arpeggio	The notes of a chord played one after the other.
Bars and beats	Music is divided into bars, to measure music and there are beats in each bar. The more beats in a bar, the quicker the music will sound (tempo). We can also adjust this using the BPM (beats per minute).
Sampled sound	A recorded sound that is altered, such as looping or changing the pitch (highs or low notes).
Effects	Change a sound by adding different effects (loops, play it backwards etc).