



Unit: 2.7 Making Music

Key Learning

- 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 Resources



Key Images



Open, save and share a piece of your music



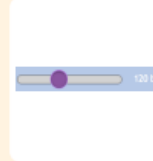
Change the number of quavers in the music



Loop or unloop the piece of music



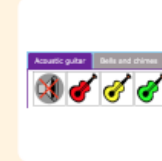
Play the composed tune



Changes the beats per minute in the music



Increase or decrease the volume of an instrument



Choose the digital instrument to use



Delete the music

Key Vocabulary

bpm

The number of beats played in a minute.

Instrument

An object or device for producing musical sounds.

Soundtrack

A recording of the musical accompaniment of a film.

Composition

A creative work, especially a poem or piece of music.

Music

Vocal or instrumental sounds (or both) played alone or combined.

Tempo

The speed at which a passage of music is, or should be, played.

Digitally

By means of digital or computer technology.

Sound Effects (Sfx)

A sound other than speech or music made artificially for use in a play, film, or piece of music.

Volume

How loud a piece of music is.

Key Questions

What is meant by digital music?

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.

How can I change how my music sounds?

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.

What is it meant by the tempo of the music?

Tempo is measured in BPM, or beats per minute. One beat every second is 60 BPM.