

Knowledge Organiser

What are we learning about?:

- A. What makes a theme catchy?
- B. What musical features can I use to show a change in mood?
- C. Keywords
- D. How do I compose an effective motif for a Character?
- E. How are sound effects used in Video Games?
- F. How can I structure a story with my Musical ideas?
- G. How can I use Music Technology to compose my ideas?
- H. What extra information can I add to my score?
- I. How do you pitch an idea?

Keywords for this Half Term

Motif
Synthesizer
Cues
Staccato
Legato
Chromatic
Sampling
Conjunct
Disjunct
Diatonic

A: What makes a theme catchy?

A great melody always starts from a motif. A motif is a compact cluster of musical information and can be smaller than a melody itself.

B: What musical features can I use to show a change in mood?



Tempo
(Speed)

Structure
(How is the piece put together)

Harmony
(Major/Minor)

Melody
(How does the tune move?)

Articulation
(How are the notes played?)

Dynamics
(Volume)

Instrumentation
(What Ensemble and Instruments?)

Rhythm
(Who note values? Is Syncopation used?)

Texture
(Layers of Music - Thick/Thin)

HT5 What compositional and performance techniques are used in computer/ video game music?

HT6 How do I compose Music for a Video Game character?

C:	Keywords
Motif	Short musical phrase
Synthesizer	Electronic musical instrument
Cues	Signal within a performance
Staccato	To play a note short and detached
Legato	To play a note long and sustained
Chromatic	All notes including sharps and flats ascending (going up) or descending (going down)
Sampling	Reusing a section of the song
Conjunct	Melodic movement by step
Disjunct	Melodic movement by jumps
Diatonic	Music that contains a mixture of Major (Bright sounding) and Minor (Dark sounding)

D: How do I compose an effective motif for a Character?

- . Characteristics of Character
- . Compose a short Rhythm
- . Add Pitch to this Rhythm

E: How are sound effects used in Video Games?

- . Choose an item for your Character to use
- . Use an instrument to choose pitches and rhythms that reflect this action

F: How can I structure a story with my Musical ideas?

To begin you must plan your Character's journey.

You can then use Musical Pitch and Rhythm to bring this idea to life. You can use manuscript and write this by hand, or you can use Muse Score which is a composition software.



G: How can I use Music Technology to compose my ideas?

- 1) Open Muse Score
- 2) Start new score
- 3) Choose Instrumentation
- 4) Choose Note Values
- 5) Compose Rhythms and Pitch
- 6) Listen back and modify



H: What extra information can I add to my score?



Dynamics



Staccato



Legato

Articulation



Repeat Marks

I: How do you pitch an idea?

- 1) You MUST believe in your idea
- 2) Write down key points you want to cover and clearly describe your product

- 3) Rehearse your speech so you are comfortable with what you are saying
- 4) Be professional; stance, choice of words, the way you speak



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- Choose
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- back and modify



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B:
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T
(Speed)

S
(How is the piece put together)

H
(Major/Minor)

M
(How does the tune move?)

A
(How are the notes played?)

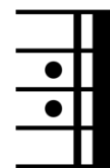
D
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(What Ensemble and Instruments?)

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