

Year 2 Computing – Making Music

What I should already know

- How to use a mouse to click, drag and drop
- How to use a keyboard to type simple words
- To have an understanding of basic programming concepts (e.e using Beebots, ScratchJr)
- To be able to recognise the play and stop buttons as well as know how to adjust the volume on a digital device.

What I will learn by the end of this unit

- Digital devices to help us to create, edit and listen to music.
- Music can make us think and feel different things.
- Rhythm, pitch and tempo can be used to change the sound and emotion of music.
- We can also use lots of different apps and programs to edit and improve photos, for example Chrome Music Lab, Magic, and Music Maker.
- We should understand the advantages of creating both digital and non-digital music

Describing Music

Music is a type of art that can be heard. It can make us feel different emotions.

Some words to describe music:

Loud	Soft	Gentle	Fast	Slow
Catchy	Boring	Interesting	Noisy	
Smooth	Modern	Old-fashioned	Scary	



Music can make us feel different emotions.

Some of these emotions may include:

Happy	Sad	Excited	Depressed
Bored	Worried	Angry	Nervous
Scared	Surprised	Motivated	Tired



Disciplinary Skills

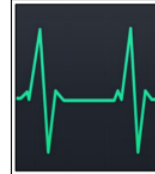
- Use technology purposefully to create, organise, store, manipulate, and retrieve digital content
- To Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies

Key Vocabulary

Music	Emotions	Pulse	Rhythm
Patterns	Pitch	Tempo	Instrument
Sound	Note		

Music Vocabulary

There are lots of different things to consider when we are making and listening to music. Some of the most important words that you should know are below.



Pulse is the steady beat, like a ticking clock or a heartbeat. Music has a pulse. Sometimes, we can clap or move in time to the pulse of music.



Rhythm is the pattern of long and short sounds in music. In lots of music, a rhythm is repeated throughout the song.



The **pitch** is how high or low a sound is. An example of a high-pitched sound is a whistle, a low-pitched sound is a drum.



The **tempo** is how fast or slow the music is. Fast-tempo music can sound energetic or frightening. Slow-pitched music can sound sad.



Volume is how loud or quiet something is. When making music, we can use loud and quiet sounds to show different ideas and emotions.

Using Song Maker

-On Chrome Music Lab, click on the multi-coloured smiley face for Song Maker.



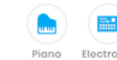
-By clicking on the different squares, you can make different musical notes. The higher up you click, the higher the pitch!



-Clicking on the shapes below the notes allows you to add in percussion, e.g. drums and symbols.



-You can change the instruments that make the sounds, by clicking on the different options in the bottom left.



-By moving the dot along this bar (at the bottom of the page) you can change the tempo, making it faster or slower.



-This symbol lets you listen to the music that you have made!

