

**What I should already know**

To suggest and control changes to performances and compositions by using the opposites (faster/slower, louder/quieter, higher/lower)	To perform simple accompaniments (including use of rhythmic ostinato) to a melody and give thought to the meaning / mood	To choose sounds to represent ideas (e.g. shakers for leaves falling off a tree)
To create and perform simple melodies using two tones on a tuned instrument	To compose in a small group with other children	

**History of Music Technology**

Music technology is any technology that is used by a musician to help make music.



piano

The piano (and its predecessor the harpsichord) was a technological innovation of its time (17<sup>th</sup> century).



keyboard

In the twentieth century music started to be recorded so it could be listened to at home.



cd player

Recent music technology includes mp3s, tablets and streaming audio.



streaming app

**Vocabulary**

<b>Pulse/beat</b>	The heartbeat or steady beat of a song/piece of music
<b>Rhythm</b>	The combination of long and short sounds to make patterns
<b>Pitch</b>	High and low sounds
<b>Compose</b>	To create and develop musical ideas
<b>Improvise</b>	To make up a tune and play it on the spot; there is an assumption that it can never be recreated
<b>Melody</b>	Another name for a tune
<b>Perform</b>	Present to an audience
<b>Decks</b>	Equipment used by DJs, MCs and Rappers to mix sounds
<b>Perform</b>	Singing and playing instruments
<b>Keyboard</b>	A musical instrument with a row of levers (keys) which are pressed by the fingers

**Equipment we might use**



speakers



YouTube



Voice recorder



keyboard



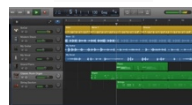
iPad



cd player



Microphone



Garageband

**Composing Music**

To perform sounds (including pitch and rhythm) from a simple graphic score, (1 or 2 line)	To improve my own work stating how it has been improved using musical vocabulary	To create and perform simple rhythmic and melodic patterns as part of a team
To share ideas and listen to others when working on a composition	To explore and create melodies that use steps and leaps and a wider range of notes	To select a sound or instrument to achieve an effect, e.g. quiet playing on chime bars to create something peaceful