

Elements of Music Description

Pitch – how high or low the sound is.

Duration – the length of the note/music.

Dynamics – the volume.

Timbre – the type of sound created by the instrument, for example, an electric guitar has a different type of sound to an acoustic guitar.

Tempo – the speed of the music.

Structure – the order of the notes and sections of music.

Texture – how many parts are playing at once, for example, one singer on their own sounds very different to a rock band of drums, guitars, singers and keyboards all playing together.

- 1.) Give an example of how you would use each element of music in a piece of music, film music or a song. For example, you could use a high pitch to show danger.
- 2.) Does the theme tune from “Jaws” use a high or low pitch?
- 3.) Is the “Harry Potter” theme tune made up of mainly long or mainly short length notes?
- 4.) If you wanted to scare someone with music, what level of dynamics would you use?
- 5.) If you wanted to create a piece of music that sounds like heavy rock music, would you use an acoustic guitar or an electric guitar?
- 6.) What type of tempo would you use to create music for an action film – fast or slow?
- 7.) What is the typical structure of a pop song?
- 8.) Would you describe the texture of a singer on their own as monophonic (one sound) or polyphonic (lots of different sounds at once)?

Radio Show Work

- 1.) Explain what your favourite song is and why. Write about who performs this. Then write about how you would change it to be in the Live Lounge. Would it be the same speed, start slowly and get faster, would it be the same artist or someone different, would it be the same volume or would you change it, what instruments would you use? Try to put as much information into this as possible.
- 2.) Write about what radio show you listen to the most. This could be what your parents have on in the car or something that you listen to online at home. Which DJs do you listen to, what type of music do they play, do they have adverts and are there any that you particularly like, do they have a jingle, etc?
- 3.) Design your own radio show.
 - a.) What would you call it?
 - b.) Design your logo.
 - c.) Create a playlist that you would play.
 - d.) What adverts would you play?

Musical Futures Task

1. Pick your favourite artist or band. Name and describe their album(s)/song(s), what type of music they make, what you like about them, what you don't like about them, if they have toured, if you have seen them on television or live, etc. Put as much detail as possible.
2. Describe your role in the task we are currently doing in Music. What instrument are you performing with (voice counts as an instrument), what is difficult about this, what is easy about it, what will get you a higher level and are you confident in performing soon?
3. Design some merchandise for a band of your choice. This could be a t-shirt, tote bag, badges, mugs, etc. Think about what you would buy if you went to your favourite band's gig.
4. Design a concert for the band you have been talking about. Think about the order of the songs they would perform, where this would be, ticket prices, what equipment you would need, etc. Be as specific as possible.

Film Music Questions

1. In ten minutes, list as many films with iconic music in as you can think of. They have got to be films with well-known music in, rather than just any film with music. See how many you can get.
2. Dynamics (volume of the music) – list three situations where in a film you could use loud dynamics, and three situations where you would use quiet dynamics.
3. Tempo (speed of the music) – list three situations in a film where you would use fast music, and three situations where you would use slow music.
4. Pitch (high or low) – list three situations in a film where you would use a high pitched sound, and three situations where a low pitch would be more appropriate.
5. Can you think of any films where a character plays an instrument in the film? Name the film, the character and the instrument(s).
6. Describe what kind of music you would use for the following three scenarios. Use as much detail as possible, such as the pitch, tempo, dynamics and any changes that happen throughout.
 - A high speed car chase in Fast and Furious, where the villain chases the hero. The hero swerves at the last minute and the villain goes over the edge of a cliff.
 - A montage of clips to show the good times had by all of the characters over the years they have been together, with descriptions of what they did after the film.
 - Two children are in a dark wood, hidden behind a tree. A twig snaps behind them. They freeze. A moment of silence. All of a sudden, a T-Rex smashes through the trees and roars. Its jaws crash around the two children and it eats them whole to the sound of their muted cries.
7. Name a scenario for the following descriptions of music.
 - Starts low pitched, slow tempo and quiet. Gradually gets faster, but not any louder or lower. Suddenly gets really loud and fast, then comes to a sudden stop.
 - Mid pitch on the keyboard, with loud volume. The music starts fast, but gets slower and slower. As the music slows, it gets quieter.

Writing Your Own Rap or Pop Song

1. You need to write lyrics for a new pop or rap song. This can be about one of three themes - love, growing up or our school. This should have a chorus that is repeated and at least two different verses.
2. Once you have written your song, you need to name who you would get to perform this and why.
3. After that, you need to describe how you would use the elements of music in the song, as listed below.

Tempo - the speed of the music - presto (fast), andante (middle), lento (slow).

Pitch - how high or low the music would be.

Dynamics - volume - forte (loud), piano (quiet), crescendo (getting louder), diminuendo (getting quieter). They should have at least a different dynamic for each verse and chorus labelled on their sheet.

Texture - layers of sound - monophonic (one layer of sound), homophonic (tune and accompaniment in the background). Most will use a homophonic texture but may start with a solo singer using a monophonic texture.

Timbre - instruments and how they are played - what other instruments would they have in the background and how would they be played? Would they have all played long, dragged out notes or short, stabbed notes?

Duration - length of notes - would they use lots of long notes in their vocals, short notes, or a mix? Highlight/underline etc any long notes.

4. If you finish this, practise your song or rap ready to perform it at the end of the lesson.