Creating Media & Making Music

Year 2 Knowledge Organiser

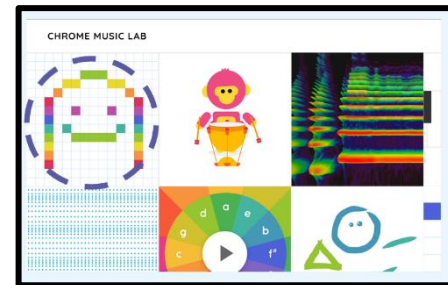In this unit, I will be using a computer to create music.

Know how to:
- Say how music can make us feel
- Identify that there are patterns in music
- Experiment with sound using a computer
- Use a computer to create a musical pattern
- Create music for a purpose
- Review and refine our computer work

Key questions:
- How can digital device be used to create music?
- What is a musical pattern?
- How can I change the music I have created using a computer?

National Curriculum Links:

Pupils should be taught to:
- understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions
- create and debug simple programs
- use logical reasoning to predict the behaviour of simple programs
- use technology purposefully to create, organise, store, manipulate and retrieve digital content
- recognise common uses of information technology beyond school
- 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	
Word	**Definition**
Patterns	Something that happens or appears in a regular and repeated way.
Music	Music is a form of art that uses sound.
Notes	A symbol denoting a musical sound.
Digitally	Digital describes electronic technology that generates, stores, and processes data
Sequence	Arrange information and actions in a certain order.
Pitch duration	Pitch - Audio vibration an instrument produces and sounds.
Rhythm	Rhythm refers to the length of time between each major "beat", or accent, such as in a piece of music.