Year 8 Music Half Term 1: Intro to Film Music
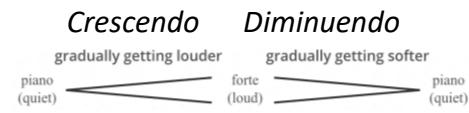
Pitch: The **highness** or **lowness** of a sound

C1 C2 C3 C4 C5 C6 C7 C8

Tempo: The **speed** of a sound or piece of music

Ritardando   *Accelerando*

Slowing down   Speeding up

Dynamics: The **volume** of a sound or piece of music

Crescendo   *Diminuendo*

gradually getting louder   gradually getting softer

piano (quiet) — forte (loud) — piano (quiet)

Duration: The **length** of a sound

Texture: How much sound we hear

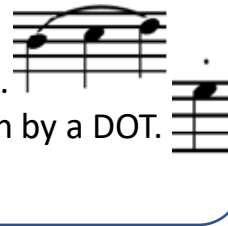**Silence**: The opposite or absence of sound

Timbre: The unique sound quality of different instruments

Articulation: How individual notes or sounds are played

LEGATO – playing notes in a long, smooth way shown by a SLUR.
STACCATO – playing notes in a short, detached, spiky way shown by a DOT.
ACCENT – playing a note with a sudden emphasis

Structure: How a piece of music is organised into different sections or parts

ACOUSTIC: makes a sounds naturally e.g acoustic guitar
ELECTRIC: makes a sounds using electricity e.g. electric guitar

Mickey Mousing: when the music fits precisely with a specific part of the action in a film e.g. cartoons)

Film Music is a type of **DESCRIPTIVE MUSIC** that represents a **MOOD, STORY, SCENE** or **CHARACTER**. It is designed to support the action and emotions of the film on screen.

Drone: A long, low held note

Dissonance: Notes that clash and sound horrible together
Consonance: Notes that sound nice together

MAJOR: Sounds happy
MINOR: Sounds sad

Foley Artist: a person who re-creates sounds for film, video, and other media in post-production to enhance audio quality

ENSEMBLE SKILLS
• Listen to each other
• Play in time & in tune
• Play in balance (not too loud/quiet)
• Express yourself
• Be confident
• Be organised
• Communicate with your group

Semitone: A half step on a keyboard, often black to white notes

Semitone (half step)

Trill: rapid movement between 2 next door notes

Ostinato: A repeated pattern

Chromatic: When notes move in semitones

Year 8 Music Half Term 2: Theme Tunes

GENRE: A Genre is a type or category of film. There are many genres and sub-genres but the most popular ones are
ACTION/ADVENTURE
HORROR
COMEDY
SCI-FI
THRILLER
ROMCOM
MUSICAL
FANTASY

Film Composers:
John Williams – Star Wars, Harry Potter etc
Hans Zimmer – Pirates of the Caribbean
John Barry – James Bond
Howard Shore – Lord of the Rings
Alan Menken – Beauty & the Beast, Aladdin etc

Triplet: Where you play 3 notes in the space of where you'd normally play 2

LEITMOTIF: A theme that represents a character

Disjunct: Tunes where the notes jump and leap

Conjunct: Tunes where the notes are smooth and next-door to each other
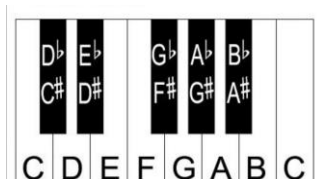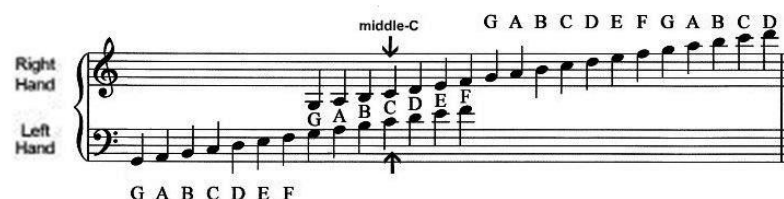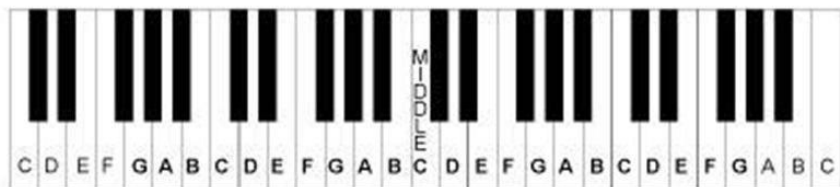
Dotted Rhythms: Dots next to the notes give a bouncy feel to the rhythm
1 & 2 &

Syncopation: Off beat, jazzy rhythms

Pitch range: The distance between the highest and lowest notes

Right Hand
Left Hand
middle-C
G A B C D E F G A B C D
G A B C D E F
G A B C D E F

D♭ E♭ G♭ A♭ B♭
C# D# F# G# A#
C D E F G A B

Accidental: when you have to play a black note which is note part of the key

Accidentals		
Symbol	Name	Definition
#	Sharp sign	raises a note a semitone
♭	Flat sign	lowers a note a semitone
♮	Natural sign	returns the note back to it's original pitch

RECORDING SKILLS
•Give yourself a count in
•Put the click on to help you keep time
•Adjust the tempo to the right speed for you
•Record in sections if you need to
•Choose the right instrument sound for the genre of your theme
•Minor mistakes can be edited in Ableton Live

Year 8 Music Half Term 3: Soundtrack Composition

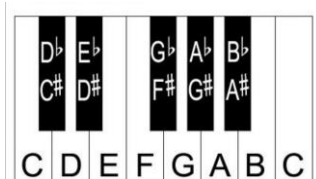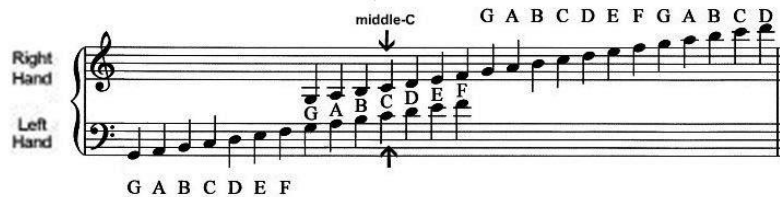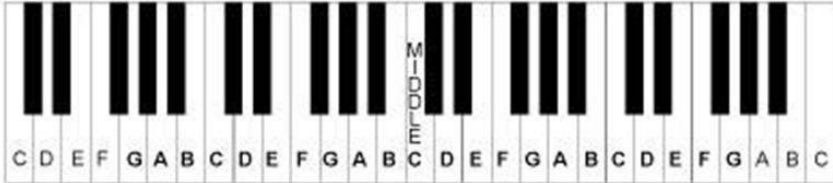**SOUNDTRACK** – A soundtracks is the complete collection of sounds used in a film. There are 3 main components
SOUND EFFECTS – every day sounds e.g. footsteps
MUSIC – adds drama, tension etc
DIALOGUE – speech spoken by the actors

CUE SHEET – an outline of the film used to help plan what music is needed

Chord: A group of 2 or more notes played together at the same time

LEITMOTIF: A theme that represents a character 007
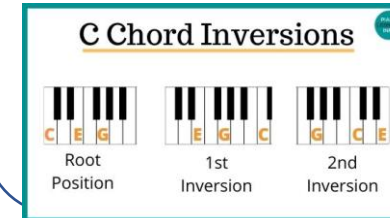**THEME**: A tune that is used throughout a film.
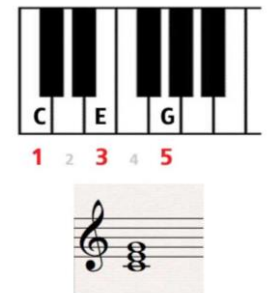
MELODY: The tune
CHORDS: The harmony
RHYTHM: A drum beat

Inversion: When the notes of a triad are re-arranged in a different order

C Chord Inversions

C E G — Root Position
E G C — 1st Inversion
G C E — 2nd Inversion

Triad: A group of 3 notes played together to make a chord. It uses notes 1, 3 and 5

C E G
1 2 3 4 5

Right Hand / Left Hand
middle-C
G A B C D E F G A B C D
G A B C D E F

Accidental: when you have to play a black note which is note part of the key

Accidentals

Symbol	Name	Definition
♯	Sharp sign	raises a note a semitone
♭	Flat sign	lowers a note a semitone
♮	Natural sign	returns the note back to it's original pitch

SUCCESS CRITERIA
- Using multiple themes
- Timing – music and sound effects match action
- Variety of instruments
- Variety of texture – layers
- Combine melody, chords and rhythms
- Contrasting sections showing the themes used in different ways, to match the action
- Mixing – editing the tempo, dynamics etc
- Composing own original ideas