Year 5 Spring 2– Programming Music

Big Question

Can I be a music composer?

Key Vocabulary for the unit:

Basic commands: The simplest instructions that can be used.

Code (computer): A set of instructions written in programming language, to tell a computer what to do.

Code (verb): To write in programming language.

Debug: To remove and repair the error or mistake in computer code.

Error: A mistake or a fault in software.

Live loop: Like loops, but instead of repeating a number of times, they go on forever. You can also have multiple running at the same time.

Loop: A repeated sequence of instructions.

Pitch (music): a musical term which refers to how high or low a note is.

Program language: The particular library of code which a piece of software is written in e.g Java or C++.

Rhythm: A musical term that refers to the pattern of long and short notes.

Soundtrack: A music recording that accompanies a film or TV show.

Tempo: A music term that refers to the speed of the music

Timbre: A musical term that refers to the characteristic trait of a sound.

Powerful knowledge/skills for this unit:

♦ That a soundtrack is music for a film/video and that one way of composing these is on programming software.

♦ Loops can make the process of writing music simpler and more effective.

♦ How to adapt their music while performing.

What I should already know from Year 4:

♦ To understand that a variable is a value that can change (depending on conditions) and know that you can create them in Scratch.

♦ To know what a conditional statement is in programming.

♦ To understand that variables can help you to create a quiz on Scratch.

Useful diagrams for the unit: