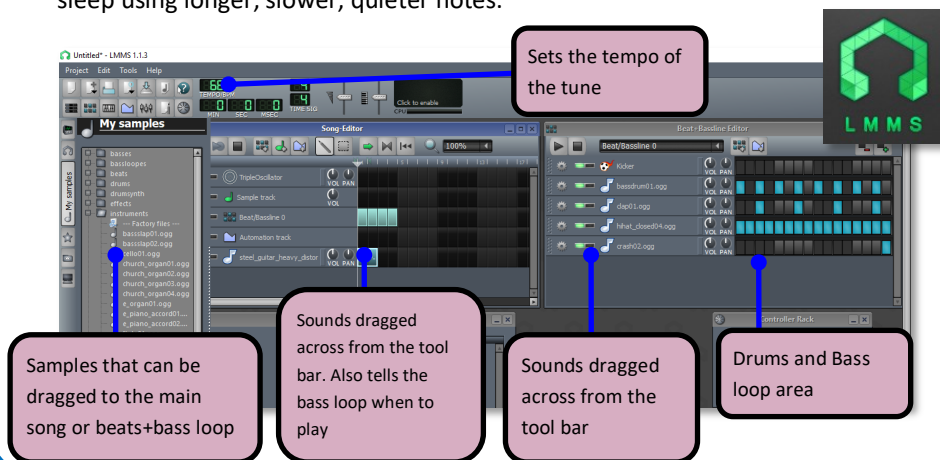


Things you already know:

- Know what an algorithm is and how to put sequences of instructions together.

Knowledge you will gain:

- You will learn that music can effect people's emotions and actions.
- To know that music can be made using looping of sound effects including a bassline, drums and a melody.
- To know that computers can be used to generate music using loops, initially using www.isleoftune.com and then using LMMS (a free open source application available at home too).
- Know how to record sounds in one application that can then be exported into another application to be used as part of a tune.
- To know how to create a music against a specific criteria e.g. to send a baby to sleep using longer, slower, quieter notes.



Specific skills/understanding

To understand how sequences can be put together and to change variables such as tempo, duration, volume and pitch to create a completely different feel and purpose to a piece of music.



Vocabulary

import: to bring a file from a different program into the one you're using.

export: to save a file in a different format with the intention of importing it in to another program.

loop: a repeating sound, typically used for drums and bass sounds in music.

tempo: the speed at which a tune is played.

genre: the style of music such as rock, pop, opera, jazz etc.

copyright: a form of protection stopping other people copying music others have written.

Ongoing skill set

Understanding that files can be created in one program and exported to then be imported into another program.