



What should I already know?

You can create mood, feeling and emotion in music.

Different characters and film genre can have musical themes of their own.

Well-known pieces from iconic films create an atmosphere through music.

Key knowledge

- Different musical devices such as timbre, texture, dynamics and tempo change the atmosphere of a piece of music.
- There is a vast range of live and recorded music from different traditions, genres, styles and times.
- Semitone intervals can create music that is threatening and scary, like in a horror or Western.
- Pitch has an important influence on the mood of a piece of music.
- Compositions and performances must have a high level of **musicality** to be successful.

Key Vocabulary

Pulse - the regular 'heartbeat' of a piece, holding the core timing together in a piece of music. This is also known as the beat.

Tempo - the speed at which a piece of music is played

Arpeggio - A type of broken chord, using notes 1,3,5 and 8 from a scale played one after another ascending or descending

Chord - A group of notes which sound at the same time

Harmony - The sound of two or more notes played simultaneously

Interval - The difference in pitch between 2 sounds

Melodic phrase - A 'musical sentence' created by a series of notes which sounds complete even when played alone

Motif - A short musical 'idea' representing a mood or character in a piece of music

Ostinato - A repeated musical phrase or rhythm

Pitch - How high or low a note is

Rhythm - The pattern of syllables or sounds played through time, formed by a series of notes

Tone - A musical or vocal sound characterised by its pitch, quality, and strength

Semitone - Half a tone (the smallest interval in Western Classical music)

Texture - The way that pitch and rhythm are combined in a piece of music which determines the overall quality of the sound.

Timbre - The quality or 'colour' of sound that makes one voice or instrument different from another

Tone cluster - A group of notes close together played at the same time resulting in a dissonant sound



Main events



Location



Settlements



Artefacts