In this unit, children will produce digital music suitable for any purpose they choose. They will explore how music can transform a static or moving music and experiment with different sounds generated by a computer.

Information Technology

Prior Knowledge
Children will already know how to select and add **audio** to a program or project. They will understand the concept of **copyright** and how this needs to be adhered to.

Computing Key Vocabulary	
Audio	Audio is a term used to describe any sound or noise in a range the human ear is capable of hearing.
Composition	An original piece of music. The process of thinking of a piece of music -> the art of creating music -> the finished product.
Digital	Electronic technology that generates, stores, and processes data.
Digital Technology	When information is represented in digital form, including modern computers but also MP3 players, DVD players, digital televisions, digital cameras, etc.
Hardware	The computer's physical parts such as a screen.
Mix	The process through which multiple sources of audio tracks are combined.
Pitch	Describes how high or low a sound is.
Sound Sampling	When referring to audio, sampling takes a segment of sound and plays it at a high rate of speed, resulting in continuous sound.
Software	The programs, or instructions, that tell the hardware what to do.

E-safety (Reminder): How to interact safely and respectfully to different media online.

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Software

Hardware

This half term we will be using…	
Hardware	**Software/Apps**
Chromebooks	Music Lab Soundtrap.com

Audio

Song-Editor
Drag instrument samples here to create the melody for your composition. Click the number of bars you wish the instrument to play over. Double click the bars to open the Piano-Roll.

Beat+Bassline Editor
Drag samples here to create the bassline for your composition; for example, a drum beat.
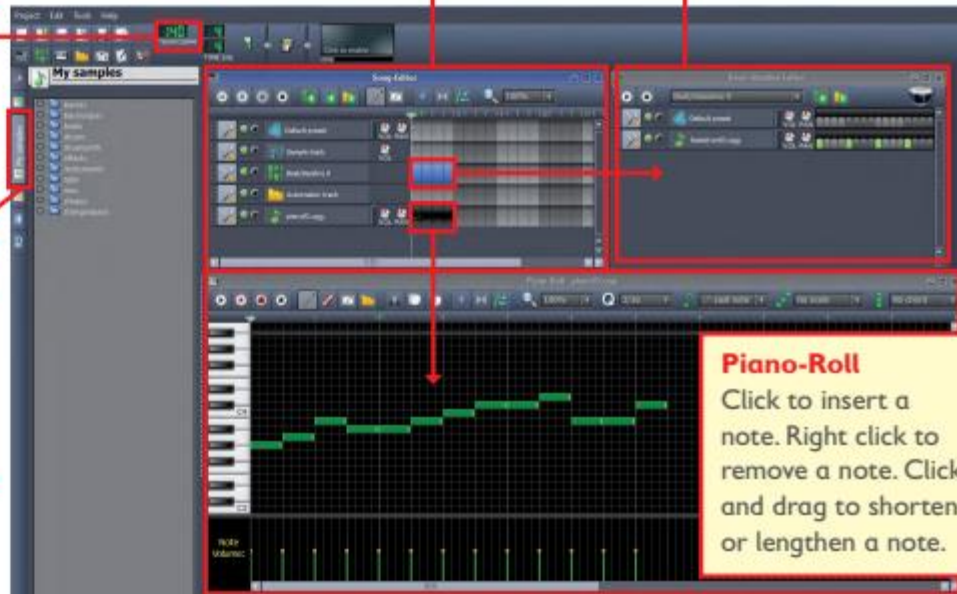
Tempo
Use this to change the tempo of your composition.

My samples
Click to open a selection of sound samples to drag onto the Song-Editor and Beat+Bassline Editor.

Piano-Roll
Click to insert a note. Right click to remove a note. Click and drag to shorten or lengthen a note.

Computing

RISING STARS

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