

## 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](http://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.