Year 9 Music Unit 2 Overview – Methods of Composing in the 20th Century

Completion date March 2022

You will learn;

- How Expressionism and Experimental music manipulate the use of tonality and pitch to develop sound
- How Film and Computer Gaming create atmosphere and character identity

You will be able;

- <u>To recognise and improvise</u> using a range of techniques found in Expressionism and Experimental music
- To recognise and perform key features used in Film Music and Computer Gaming
- <u>To describe and evaluate how</u> methods of composing changed rapidly during the 20th Century

Unit Overview

- You will be able to recognise and improvise using a range of techniques found in Expressionism and Experimental music
 - Improvise using a range of timbre and expression
 - Compose using Chromaticism and dissonance
- You will be able to recognise and perform key features used in Film Music and Computer Gaming
 - Compose music creating Leitmotifs for different characters
 - Improvise using repetition to develop examples of computer gaming music
- You will be able to describe and evaluate how methods of composing changed rapidly during the 20th Century

Language for Learning

Context: when, where and why something happens.

Elements of Music including

Tonality: Major, Minor, Atonal, 12 Note row, Chromaticism

Texture and Harmony: Chord clusters, Parallel Octaves, Cells, Dissonance

Composition Techniques: Repetition, Dissonance, Chromaticism, Leitmotif

Expressive techniques: Tempo, Dynamics, Expression. **Dynamics and Expression:** pp-ff, staccato and legato.

Musical Methods: Notation, Graphic scores, TAB.

Suggested listening

John Williams: Jaws, Star Wars, Harry Potter Han Zimmer: Gladiator, Pirates of the Carribean,

Batman

Cathy Berbrian: Stripsody
John Cage: Prepared Piano

John Adams: Short ride in a Fast Machine

Steve Reich: Clapping Music

Assessment:

Your assessment will be work towards;

Developing a <u>composition</u> using <u>music technology</u>

Creative Arts Skills

