

Home-School Learning Collaboration – Music

Topics in this cycle: Music for Media: From Consoles to Commercials	Autumn 2	Year Group: 9
Key knowledge/concepts to be learnt ('Tell me about....')		Websites/blogs/YouTube links and further reading to deepen and consolidate learning
How important is music in video games? How does it add to the playing experience? Students will explore the different functions of video game music, how it has evolved over time, and how it helps shape the gaming experience. Can I develop character motifs effectively? Students learn how to compose and develop their own character theme, using musical ideas that reflect different stages or emotions within gameplay. Can I perform accurately and in time with my partner, using appropriate instrumental sounds? Pupils rehearse and perform video game themes and motifs in small ensembles, choosing appropriate timbres to suit the style. Can I extrapolate other variations on my character theme effectively? Students explore how to adapt their motif to suit different game phases, using melodic development and variation techniques. Can I compose sound effects using instrumental timbres? Inspired by early game music (e.g. Nintendo), students compose short sound cues, thinking creatively about available resources and how they match on-screen action. Can I explain how music in adverts links to the product it represents? Students analyse music from different advertising campaigns, discussing how musical elements reflect the brand identity and target audience. Can I perform music from an advert using notation? Pupils rehearse and perform music from adverts, developing their understanding of treble and bass clef notation through practical work.		BBC Bitesize Video Game Music www.bbc.co.uk/bitesize/subjects/zpf3cdm BBC Bitesize offers interactive lessons and resources on video game music, exploring its history and impact. Soundtrack Academy https://soundtrack.academy Soundtrack Academy provides online courses and tutorials on video game music composition and production. VGM Academy https://vgmacademy.com VGM Academy offers courses, articles, and resources focused on creating music for video games. Video Game Music Preservation Foundation https://www.vgmpf.com/Wiki/index.php/Main_Page This website contains extensive information about video game music, including composer profiles and game soundtracks. Game Sound Design UK www.gamesounddesign.co.uk Game Sound Design UK offers insights and tutorials on sound design for video games, including music.

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Key Vocabulary and Definitions To Be Learnt		What Will The Assessment Look Like?
Timbre	The unique quality of a sound that distinguishes one instrument or voice from another; important for creating distinct game soundscapes.	Quality of musical outcome – Students will be marked on their technical, constructive, and expressive work in class. Aural / Literacy test (November): 1 hour • Short answer questions • Multiple choice • Listening critically and writing about music.
Polyphony	2.The number of simultaneous musical voices or parts in a composition, crucial for complex game music.	
Chiptune	A style of music characterised by the use of retro video game console sound chips as instruments.	
Looping	The technique of repeating a musical section seamlessly, commonly used in background game music.	
MIDI	MIDI (Musical Instrument Digital Interface)**: A protocol for communicating musical information between computers and instruments, often used in game music production.	
Atmosphere	The mood or emotional setting created by music, vital for enhancing the gaming experience.	Family Learning Opportunities Video Game Music Appreciation: Select a variety of video game soundtracks from different eras and genres. Set up a comfortable space with a good sound system or headphones. Each family member takes turns choosing a video game soundtrack to listen to. While listening, discuss the emotions, memories, and gameplay experiences associated with the music. Explore the evolution of video game music from classic chiptunes to orchestral compositions. Research and share interesting facts about the composers and the impact of music in gaming. Composition Challenge: Choose a popular video game and its theme music as inspiration. Challenge each person to compose their version of the game's theme using the provided software. Creatively allow everyone to add their unique twists or variations. Share the compositions within the family and discuss the differences in each version. If possible, explore the techniques used by composers to evoke specific emotions in the original game's music. This will help to consolidate your learning.
Orchestration	The arrangement of instruments and voices in a composition, impacting the richness of game music.	
Motif	A recurring musical theme or idea associated with characters or situations in a game.	
SFX (Sound Effects)	Audio elements that enhance the interactive experience, such as footsteps or weapon sounds.	
Harmony	The combination of different musical notes to create a pleasing sound, a key element in game music composition.	
Tempo	The speed or pace of a musical piece, affecting the energy and tension in game music.	
Cue	A specific point in a game where music transitions or changes, often syncing with gameplay events.	
Ambience	Background sounds or music that immerses players in the game's environment.	
Lietmotif	A recurring musical theme associated with a particular character, location, or concept within a game.	
Dynamic Range	The difference between the softest and loudest sounds in a composition, crucial for conveying intensity and emotion in game music.	