



SOL Topic: "Computer & Video Game Music"



Respect
Ambition
Resilience
Compassion

Learning Intentions:

The unit begins by looking at Character Themes in computer and video game music before pupils move on to explore ways in which Character Themes can be developed and changed for different atmospheres and scenarios within computer and video games. The characteristic musical features of much computer and video game music: jumping bass lines, staccato articulation, chromatic movement and syncopation are included as musical knowledge through composing and performing tasks. Sound effects are then explored and pupils either perform or create a range of sound effects to match common actions and cues within games. Finally, the unit ends with optional pathways of pupils undertaking a performance project based on a computer or video game theme or creating a musical score/soundtrack for a computer or video game creating their own ground theme and sound effects



Language for Learning/Glossary (Tier 3): Sound Effect, Chiptune/8-Bit Music, Synthesiser, Sampling, Soundtrack, Music Technology, Orchestra, Cues, Ground Theme, Decision Motif, Jumping Bass Line, Disjunct, Staccato, Articulation, Chromatic Movement, Syncopation, Character Theme/Motif, Leitmotif, Orchestration, Timbre/Sonority, Texture, Pitch, Dynamics, Tempo.



How you will be assessed:

- Computer & Video Game Composition

Play & Perform	Improvise & Compose	Reading staff & other notations
Listening to Great Composers	Inter-related Dimensions of Music	Musical Contexts