purple mash

Computing Scheme of Work Unit 2.7 –

Making Music

Contents

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Introduction

This series of three lessons will provide the children with the knowledge and understanding to create simple and more complex animations using 2Sequence. The children can use 2Sequence to explore harmony and build up musical scores.

Medium-Term Plan

Lesson	Title	Success Criteria
1	Introducing 2Sequence	• Children understand what 2Sequence is and how it works. • Children have used the different sounds within 2Sequence to create a tune. • Children have explored how to speed up and slow down tunes. • Children understand what happens to the tune when sounds are moved.
2	Making Music	• Children have added sounds to a tune they have already created to change it. • Children have considered how music can be used to express feelings. • Children can change the volume of the background sounds. • Children have created two tunes which depict two feelings.
3	Soundtracks	• Children have uploaded and used their own sound chosen from a bank of sounds. • Children have created, uploaded and used their own recorded sound. • Children have created their own tune using some of the chosen sounds.

Lesson 1 – Introducing 2Sequence

Aims

- To be introduced to making music digitally using 2Sequence.
- To explore, edit and combine sounds using 2Sequence.

Success criteria

- Children understand what 2Sequence is and how it works.
- Children have used the different sounds within 2Sequence to create a tune.
- Children have explored how to speed up and slow down tunes.
- Children understand what happens to the tune when sounds are moved.

Resources

Unless otherwise stated, all resources can be found on the main unit 2.7 page. From here, click on the icon to set a resource as a 2Do for your class. Use the links below to preview the resources; right-click on the link and 'open in new tab' so you don't lose this page.

- Headphones.
- Twinkle Twinkle 2Sequence file.
- 2Sequence tool. This is found within the tools area of Purple Mash.

Activities

Introduction	Display **slide 2** and outline the lesson aims.
	Display **slide 3** and outline the success criteria.
Introducing 2Sequence	Display **slide 4.** Show the children 2Sequence as a class and explain to them that it will let them explore lots of musical sounds and make their own music. Play the Twinkle Twinkle sample composed on 2Sequence. Do the children recognise it? Open 2Sequence. You can either follow the instructions about how to open it or click in the link on the top right of the screen.

Adding Instruments	Display **slide 5.** Start with a simple pattern of sounds. Select the bells and chimes from the bottom of the screen.
	Using the bells and chimes, show the children how to drag each instrument onto a bar. Show how to use the bin to delete unwanted notes.
	Demonstrate how to run the sequence by clicking on the big green for 'go' arrow at the top of the screen. Show the children how each bar is highlighted as the tune is played.
Changing the Speed of Your Tune	Display **slide 6.** Demonstrate how to slow down and speed up the tune by using the bpm (beats per minute) slider.
	Open up Twinkle Twinkle again. Speed up and slow down the tune. Which version did the children like the best: the fast one or the slow one?
Activity 1: Creating Simple Tunes	Display **slide 7.** Let the children try for themselves. They should only use the 'Bells and Chimes'. At this point, you may want the children to use headphones so that they can only hear the tunes that they are creating.
Adding More Instruments	Display **slide 8.** Show them how to select another set of instruments from the bottom of the page. Select the drums. Demonstrate how to listen to and then add drums. Explain to the children they can leave a gap between their drumbeats. They don't have to fill every box.
Activity 2: Add Drums to Your Tune	Display **slide 9.** The children return to their devices and add drums to the tune they have composed.

Adding Violins	Display **slide 10.** Clear your tune and start again by clicking on the 'New' icon in the top left burger menu. Select the violins from the instrument bank. Each violin will play a short accompaniment; listen to what each one sounds like with the children.
Adding Violins to 2Sequence	Display **slide 11.** Add one of the violin sounds to the first bar. Now add some sounds (the drum section) onto the second row underneath the violin. If you play the tune now, you will hear the violin sound with the other sounds. Try moving one of the instruments up onto the onto the same row as the violin. What happens to the sound of the violin?
Activity 3: Using Musical Instruments	Display **slide 12.** Let the children experiment making different tunes with the violins and using different instruments as the backing sounds.
Changing the Volume	Display **slide 13.** Show the children how to change the volumes of each layer of instruments.
Activity 4: Changing the Volume	Display **slide 14.** The children continue to edit their tune including changing the volume of each layer of instruments. Once they are happy, they can save it into their work folder.
Activity 5: Extension – Adding in More Instruments	Display **slide 15.** Earlier in the lesson children have created and saved a 2-row tune with bells / chimes (or violin) and drums. There are two more rows below that could have additional instruments added. Challenge them to use the rows to add guitars. How does the tune sound now?
Review Success Criteria	Display **slide 16.** Review the success criteria from **slide 3.** Children could rate how well they achieved this using a show of hands.

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Lesson 2 – Making Music

Aims

- To add sounds to a tune to improve it.

- To think about how music can be used to express feelings and create tunes which depict feelings.

Success criteria

- Children have added sounds to a tune to change it.

- Children have considered how music can be used to express feelings.

- Children can change the volume of the background sounds.

- Children have created two tunes which depict two feelings.

Resources

Unless otherwise stated, all resources can be found on the main unit 2.7 page.

- Headphones.

- Twinkle Twinkle file from the Unit 2.7 resources section. This will need to be set as a 2Do for the children to use in the lesson.

- Create a Purple Mash Displayboard for children to share their work to. See the user guide for details of how to do this.

Activities

Introduction	Display **slide 2** and outline the lesson aims.
	Display **slide 3** and outline the success criteria.
Changing the Tempo (speed) and the Volume	Display **Slide 4**. Open the 2Sequence file 'Twinkle, Twinkle' and play it for the children. Recap how to change the tempo (speed) and volume of the instruments.

Adding Sound Effects (SFX)	Display **Slide 5.** Explain we are going to make the song more interesting by adding more instruments and sound effects (SFX). Listen to some of the SFX. Are there any instruments or sound effects (SFX) which will help the tune to sound like twinkling stars?
Improving Twinkle Twinkle	Display **Slide 6.** Working on a large screen or whiteboard, let the children come out and choose which instrument they want to use and where they want to add it? Explain they need to make sure they can still hear the main tune and don't need to fill in every box.
Activity 1: Adding Instruments to Twinkle Twinkle	Display **Slide 7.** Send the children to their desks and have a go at editing the Twinkle Twinkle tune (this has been set as a 2Do) to make it sound better. Can they make sure the instruments they add compliment the tune rather than change it so much the original tune can't be heard.
Changing the Number of Bars and Looping Music	Display **Slide 8.** Show the children how to add in extra bars to their music so it lasts longer. Show how to loop the music so it plays continuously.
Music and Feelings	Display **Slide 9.** Talk to the children about how they are feeling today.
Activity 2: Music and My Mood	Display **Slide 10.** The children return to their device and compose a tune to show how they are feeling. Remind the children to regularly save their work in their work folder.
Activity 3: Sharing My Music to a Display Board	Display **Slide 11.** The children save their music to the class display board.

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Listening to the Music we Have Created	Display **Slide 12.** Get the children together to listen to some of the tunes using the Display Board. Let some of the children play their tune and ask the class to guess which feeling it represents. Were they right?
Activity 4: Extension – Spooky Music	Display **Slide 13.** Ask the children to imagine they have seen a spooky film. Can they compose a piece of spooky music? As before save and share via a display board.
Review Success Criteria	Display **slide 14.** Review the success criteria from **slide 3.** Children could rate how well they achieved this using a show of hands.

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Lesson 3 – Soundtracks

Aims

- To upload a sound from a bank of sounds into the Sounds section.
- To record their own sound and upload it into the Sounds section.
- To create their own tune using the sounds which they have added to the Sounds section.

Success criteria

- Children have uploaded and used their own sound chosen from a bank of sounds.
- Children have created, uploaded and used their own recorded sound.
- Children have created their own tune using some of the chosen sounds.

Resources

Unless otherwise stated, all resources can be found on the main unit 2.7 page.

- Headphones.
- 2Sequence.
- 2Beat.

Activities

Introduction	Display **slide 2** and outline the lesson aims.
	Display **slide 3** and outline the success criteria.
	Remind the children about how 2Sequence uses the banks of sounds to allow them to create their own tunes and music.
Setting the Scene	Display **slide 4.** Tell the children that they are going to create their own soundtrack for a film or cartoon they have seen, or they can think of their own idea for a film or cartoon and make a soundtrack for that.
Adding Sounds to 2Sequence	Display **slide 5.** Show the children how to add their own sounds to the 2Sequence bank of sounds.

Adding Your Own Sounds to 2Sequence	Display **slide 6.** There is also the option for the children to record their own voice and add it to their My Sounds section.
Adding Music Composed With 2Beat	Display **slide 7.** Show the children how to compose a drum beat in 2Beat and then save this in their work. Explain to the children this can then be imported into their 2 Sequence composition.
Activity 1: Composing Your Song	Display **slide 8.** Send the children to their devices to compose their theme tune for their chosen film or cartoon. Remind the children to save their work.
Listening to the Music	Display **slide 9.** Bring the children back together and by using the impersonating user function listen to some of the children's compositions. Can the children guess what type of cartoon or film they have based their composition on?
Activity 2: Extension – Body Music	Display **slide 10.** Can the children compose a piece of music using the record feature in 2Sequence? They could use finger clips, mouth 'pops' (the peapod sound), cough, sniff, sneeze, tongue click. Can they position them in 2Sequence to make a tune?
Review Success Criteria	Display **slide 11.** Review the success criteria from **slide 3.** Children could rate how well they achieved this using a show of hands.

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Assessment Guidance

The unit overview for year 2 contains details of national curricula mapped to the Purple Mash Units. The following information is an exemplar of what a child at an expected level would be able to demonstrate when completing this unit with additional exemplars to demonstrate how this would vary for a child with emerging or exceeding achievements.

Assessment Guidance	
Emerging	With support, children use the sounds within 2Sequence to create a simple composition (Unit 2.7 Lesson 1).
	They demonstrate their ability to manipulate digital content by editing and amending their composition (Unit 2.7 Lesson 1).
	Throughout this unit, with support, children show that they can store and retrieve their work from their saved area on Purple Mash.
Expected	Children use the sounds within 2Sequence to create a composition (Unit 2.7 Lesson 1).
	They demonstrate their ability to manipulate digital content by editing and amending their composition (Unit 2.7 Lesson 1). They will have explored different sounds to utilise within their tune and functions such as tempo (Unit 2.7 Lesson 1).
	Children create, upload and use their own sounds as part of this (Unit 2.7 Lesson 3).
	Throughout this unit, children show that they can efficiently store and retrieve their work from their saved area on Purple Mash.
Exceeding	Children achieve all expected outcomes.
	In addition, using 2Beat, children can create a simple drum composition and export this as an mp3.
	They can then upload this into 2Sequence allowing them to add greater complexity to their composition. In doing this, children demonstrate their ability to seamlessly use all aspects of the software and therefore greater depth.
	Throughout this unit, children show that they can efficiently store and retrieve their work from their saved area on Purple Mash.