

YEAR 7- TERM ONE- KNOWLEDGE ORGANISER - MUSIC



Key Vocabulary	
Term	Definition
Theme	The main idea in a piece of music. This is the most recognisable part of the music.
Variation	The theme but slightly changed. This could be changed through tempo, dynamics, timbre etc.
Motif	A small idea of music, often catchy and memorable.
Timbre	The sound quality from an instrument/group of instruments.
Structure	The layout of a piece of music.
Tempo	The speed of a piece of music.
Pitch	How high or low an instrument sounds.

Always Remember

Take your time when composing – your first idea might not be the best!



Make sure you have headphones in when using the keyboard



Your music must match the brief that you have set!

GET THE BRIEF

Always listen to the ideas of others as well as voicing your own



Your work can always be improved



Focus, focus, focus!



Deeper Learning

Theme and Variation is a structure that has been used in music which dates back to 1538! This is the first known published music in the format of theme and variation.

Video Game music often uses this kind of structure as composers need to write music for hours and hours to go alongside the game.

ACTIVITY

Whilst playing a video game, whether this be on Xbox, PlayStation, PC or on your Phone, listen for a motif (See Vocabulary Section) how many times does this repeat? Why do you think that is? Does this motif change?

Meta Cognition

COMPOSITION
The process followed to create a piece of music.

PERFORMING
Improvisation or Devised

LINKING IMAGES
How can these images represent a musical feature?

FEEDBACK
Positive and Developmental
"I liked their use of..."
"They could improve their work by..."

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