National Centre for Computing Education

Raspberry Pi

Year 2 – Making music

Lesson	Brief overview	Learning objectives
1 How music makes us feel	In this lesson learners will listen to and compare two pieces of music from *The Planets* by Gustav Holst. They will then use a musical description word bank to describe how this music generates emotions, i.e. how it makes them feel.	To say how music can make us feel • I can identify simple differences in pieces of music • I can describe music using adjectives • I can say what I do and don't like about a piece of music
2 Rhythms and patterns	In this lesson, learners will explore **rhythm**. They will create patterns and use those patterns as rhythms. They will use untuned percussion instruments and computers to hear the different rhythm patterns that they create.	To identify that there are patterns in music • I can create a rhythm pattern • I can play an instrument following a rhythm pattern • I can explain that music is created and played by humans
3 How music can be used	During this lesson, learners will explore how music can be used in different ways to express emotions and to trigger their imaginations. They will experiment with the pitch of notes to create their own piece of music, which they will then associate with a physical object — in this case, an animal.	To experiment with sound using a computer • I can connect images with sounds • I can use a computer to experiment with pitch • I can relate an idea to a piece of music

4 Notes and tempo	In this lesson, learners will develop their understanding of music. They will use a computer to create and refine musical patterns.	To use a computer to create a musical pattern • I can identify that music is a sequence of notes • I can explain how my music can be played in different ways • I can refine my musical pattern on a computer
5 Creating digital music	In this lesson, learners will choose an animal and create a piece of music using the animal as inspiration. They will think about their animal moving and create a rhythm pattern from that. Once they have defined a rhythm, they will create a musical pattern (melody) to go with it.	To create music for a purpose • I can create a rhythm which represents an animal I've chosen • I can create my animal's rhythm on a computer • I can add a sequence of notes to my rhythm
6 Reviewing and editing music	In this lesson, learners will retrieve and review their work. They will spend time making improvements and then share their work with the class.	To review and refine our computer work • I can review my work • I can explain how I changed my work • I can listen to music and describe how it makes me feel