

Year 10 Music | Game Music

Key Question: Why do computer games have music?

Topic Overview: This term students will continue to explore musical elements through the concept of MAD T-SHIRT and the genre of computer game music. Lessons will continue to focus on enabling students to identify and use musical elements, devices and techniques successfully. Students will also be expected to practise a piece ready for performance/upload by assessment week 5 alongside this SOW.

	Lesson Exploration	Lesson Experience(s)	Specification Link	Key Words
Week 1: Lesson 1	How has music evolved in computer/console games?	Students will experience using guided activities to explore how music was initially used in games and how over time the music has become a full score used to impact on the gamers experience. They will listen to examples from Tetris through to more recent franchises for example call of duty.	Learners should study a range of music used for films including: • music that has been composed specifically for a film • music from the Western Classical tradition that has been used within a film • music that has been composed as a soundtrack for a video game	Melody Leitmotif Mickey Mousing Conjunct Disjunct Ascending Descending Phrase Interval Articulation Legato Staccato Accent Pizzicato Arco Dynamics Terms Time Signature Tempo Structure Harmony/Chords Arpeggio Block
Week 2: Lesson 1	How can I use melody and articulation effectively?	Students will experience composing a soundtrack to a computer game with an understanding of how they have treated the characters through the components of MAD T-SHIRT in their music.	Learners should study how composers create music to support, express, complement and enhance: • a mood or emotion being conveyed on the screen • a significant character(s) or place • specific actions or dramatic effects. Learners should study and understand how composers use music dramatically and expressively through a variety of musical elements and compositional devices, including:	
Week 3: Lesson 1	What instruments of the orchestra and dynamics can I use?	Students will experience composing a soundtrack to a computer game with an understanding of how they have treated the characters through the components of MAD T-SHIRT in their music.	• instruments and timbre • pitch and melody • rhythm and metre • tempo	
Week 4: Lesson 1	How do I use time and tempo effectively?	Students will experience composing a soundtrack to a computer game with an understanding of how they have treated the characters through the components of MAD T-SHIRT in their music.		

Week 5: Lesson 1	How do I use structure and harmony effectively?	Students will experience composing a soundtrack to a computer game with an understanding of how they have treated the characters through the components of MAD T-SHIRT in their music.	<ul style="list-style-type: none"> • dynamics, expression and articulation • texture • structure and phrasing • harmony and tonality • repetition, ostinato, sequence and imitation • ornamentation • motif, leitmotif. Learners should have some knowledge of: <ul style="list-style-type: none"> • how music can develop and/or evolve during the course of a film or video game • the resources that are used to create and perform film and video soundtracks, including the use of technology • the names of composers of music for film and/or video games. 	Major, Minor, Atonal Instrumentation Rhythm Terms Texture Terms
Week 6: Lesson 1	How do I use rhythm and texture effectively?	Computer game - Students will compose a soundtrack to a computer game with an understanding of how they have treated the characters through the components of MAD T-SHIRT in their music.		

Literacy Links	Numeracy Links
Coming soon.	Coming soon.