

Prior Learning

Building Blocks: PUPILS WILL KNOW:

- The elements of music.
- Programme music – how music can tell a story or paint pictures in sound (Year 3 Mood Music; Year 4 Music Through Art).
- Listening techniques – how to listen analytically.

Links to other subjects:

History: The development of “talkies”.

English/drama: characters and dialogue.

PSHE: sharing ideas, listening to the opinions of others.

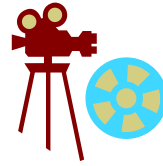
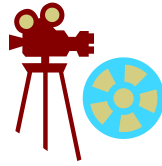
KEY SKILLS TAUGHT

- How to analyse film music using the musical elements.
- How to use the correct vocabulary when explaining how mood has been created in film music.
- Creating appropriate character motifs, based on a selection.

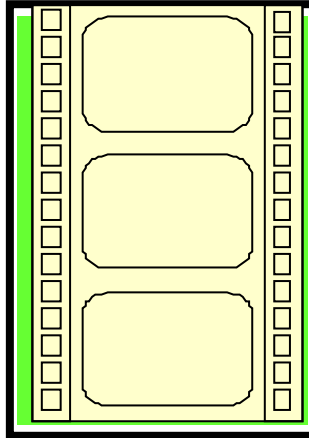
Suggested listening:

- *The Gift of a Thistle* (Braveheart)
- *Hedwig's Theme* (Harry Potter)
- *Opening Titles and Imperial March* (Star Wars)
- *Concerning Hobbits* (The Lord of the Rings)

DBJA Year 6 Music



Film Music



KEY KNOWLEDGE TAUGHT

WALT:

- Explain the different ways in which music can be used in films, e.g. to set the scene, represent a character, to build tension and to make the audience feel emotions.
- Know how film composers work.
- Know a wider range of musical elements and vocabulary in order to analyse selected film extracts.
- Identify the way in which music has been used in a film scene.

Vocabulary

Film genre: A category or type, for example, sci-fi, romcom, western etc. where we group similar types of films together.

Film composer: Someone who writes original music for films.

Soundtrack: Music written and recorded to accompany and synchronise with film images.

Opening titles: Music that's heard at the start of a film and helps to set the mood.

Cue: An extract of film music and how long it lasts (where it starts and stops).

Motif (leitmotif): a musical idea that can represent a character in film music, e.g. Hedwig's theme (Harry Potter).

Underscore: Music that plays underneath the dialogue or a film scene.

Elements:

Melody: a tune (played and/or sung).

Tempo: the speed of the music.

Pitch: how high or low etc. the notes are.

Dynamics: volume of the music (a range of volume is used in film music to help to create different moods).

Structure: different sections of music.

Texture: layers of sound/different parts.