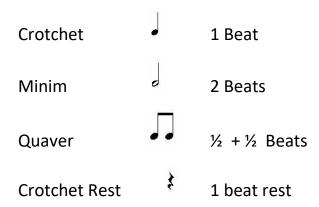
Year 7 Knowledge Book

In Year 7 we will look at the elements of music, which are the building blocks of all music. They are;

Rhythm (Duration) - Melody (Pitch) - Instruments (Timbre) - Pentatonic scales (Structure) - Ostinato (Pace) and Graphic Scores (Texture and Dynamics)

Note Values Unit 1 (Rhythm)

We learn about pulse, which underlies all music and how to notate and perform the following rhythms;



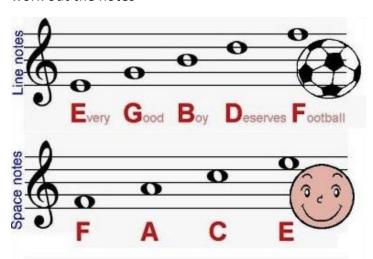
4 beats in a bar means you can use any combinations of the above that add up to 4, then draw a bar line, which divides all the beats into fours.

Our assessment project on rhythm, will be on "Rap" and we will focus on the way words have natural rhythms and they can be fitted to rhythms of musical beats.

We will learn how to "Beatbox" rhythms and fit words to this. This will take a lot of group cooperation and teamwork.

Treble Note Names Unit 2 (Pitch)

We learn to understand how to read music, it doesn't have to be fluent, as long as you can work out the notes



E G B D F are on the 5 lines and go up in pitch by 2 notes on the piano each time.

FACE are on the 4 spaces between the lines and also go up in 2 notes on the piano each time.

We will apply this to a performance of "Love me Tender" by Elvis Presley from music notation and students will go on to compose a melody of their own from the scale of C. (Which is the white notes on a piano from one C to the next)

Instruments of the Orchestra Unit 3 (Timbre)

An Orchestra has 4 families of instruments that pupils will have to identify by hearing them.



Here are some listening examples of the Brass Family;

https://www.youtube.com/watch?v=2EvgkO_bwQA

Highest in pitch; Trumpet

Mid-range; French horn

Lowest in pitch; Trombone and Tuba

woodwind instruments



Here are some listening examples of the Woodwind Family;

https://www.youtube.com/watch?v=70jqeyOvC1c

Highest in pitch; Piccolo and Flute

Mid-range; Oboe and Clarinet

Lowest in pitch; Bassoon



Here are some listening examples of the String Family;

https://www.youtube.com/watch?v=RxFNHeXKmrY

Highest in pitch; Violin

Mid-range; Viola

Lowest in pitch; Cello and Bass

The harp can cover the entire pitch range from low to high

Percussion Family



Here are some listening examples of the Percussion Family;

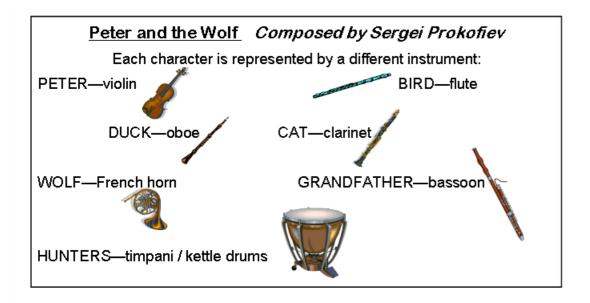
https://www.youtube.com/watch?v=nrmCbsM6eyk

Highest in pitch; Triangle

Mid-range; Snare drum

Lowest in pitch; Timpani and bass drum

We will study how each instrument has a specific timbre and can be used to represent characters, focusing on Peter and the Wolf by Prokofiev. High instruments can represent small animals and as the instrumental pitch gets lower, so it represents larger animals.



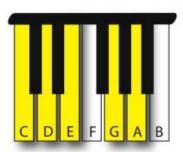
Here is a link to all the themes for each character;

https://www.youtube.com/watch?v=eli_q4bNZMM&list=PLuDmepj8uyhdOY-ehbhPL1UABHyVXfo-s&index=1

Students will create their own story, but use musical timbres to represent their characters. This will require teamwork, with a narrator and performers for each character.

Pentatonic Scales Unit 4 (Structure)

We will learn that many cultures use this powerful and effective scale which consists of **5 notes**



Definition of **pentatonic**. : consisting of five notes; specifically: being or relating to a scale in which the notes are arranged like a scale with the fourth and seventh tones omitted.

There are many forms of pentatonic scales, just like there are lots of times tables. The one we will use is; **G A B D E**

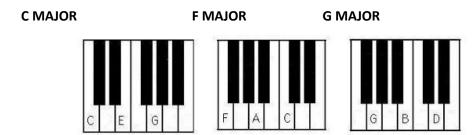
We will use the Structure of **A B A C A** sections (Verse/Chorus) to build performances on the pentatonic scale. The chorus (A) is always the same, but verses (B C etc.) can change.

Ostinato Unit 5 (Pace)

An Ostinato is a continually repeated musical phrase or rhythm. It is **NOT** a melody part. Pupils will learn how to identify Ostinatos behind melodies in music

Ostinato Definition	
An Ostinato is	A short repeated pattern.
An Ostinato is	A short repeated pattern.

We will learn how to play the chords of C F and G Majors. Here they are below;



For our assessment piece, we will learn how to fit chords to simple 4 note Ostinatos in groups of 2.

Graphic Scores Unit 6 (Texture/Dynamics)

Graphic Scores are shapes that are used to represent changes in music as it proceeds

For example;

Getting Higher – Getting Lower

Getting Louder – Getting Softer

Getting Thicker – Getting Thinner (This is the number of instruments playing)

Getting faster – Getting Slower

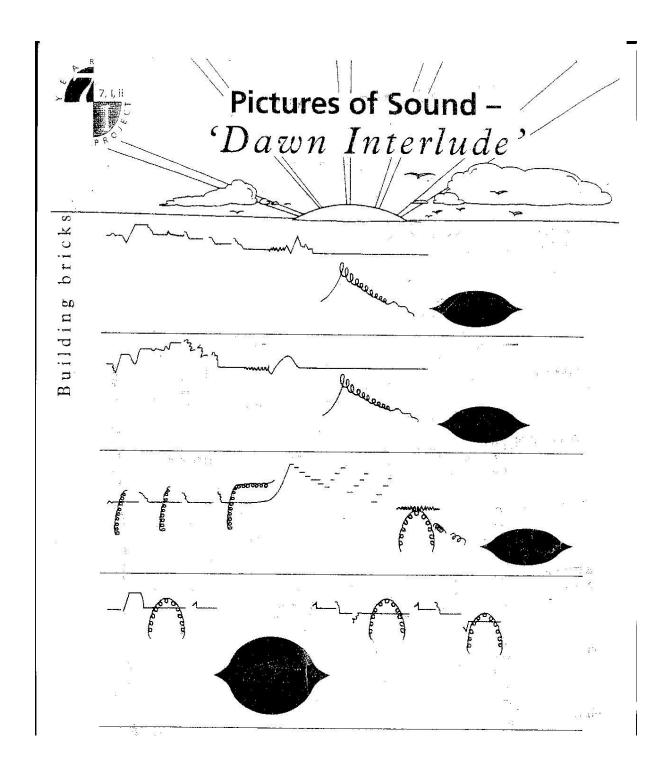




These symbols are only examples, students create their own, but must explain how each of their shapes represents musical textures

Below is the Graphic Score we will be studying.

The 3 shapes represent 3 families of instruments and we will discuss how these shapes represent what is happening.



Students will end the Year's curriculum by devising, drawing and performing their own graphic scores within a group