

## Y9 HT1 Games Music

### Big Idea: How do I create a melody to suit a character?

In this unit you will study how music and particularly melody is used within computer and video games. You will learn to play some melodies from games and will have a go at composing your own character melody. In addition we will be improving your ability to sight read and your ability to describe a melody.

Music used -



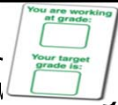
#### What do I need to understand for this topic?

Nothing yet your starting from fresh. Any performance knowledge you have would be great.



#### How will I know how to complete a successful performance?

You will create, perform and describe a piece as a group.



#### How will I practice writing a piece?

You will be given time to develop your piece as a group and teacher advice should help you improve this.



#### How will I be assessed?

In lesson 5 and 6 you will create and perform a group rhythm piece

#### Conjunct

A melody that moves between notes that are next to each other.

#### Disjunct

A melody that moves between notes that are not next to each other

#### Range

The distance from the highest note used to the lowest