

'GarageBand' Composing using iPads – 1 Term



OVERVIEW

During this project the children will learn:

- To create multiple layers of sound (texture)
- To edit a drum rhythm using the 'drummer' function
- To explore simple and complex rhythms
- Organise sounds within a structure – create 2 contrasting sections
- To duplicate/copy and paste audio tracks
- To be able to identify beats in a loop
- To create a piece of music that has changes in texture
- To explore the different sounds of a drum kit (timbre)
- To be able to compose your own rhythmic loop
- To understand what a chord and how to identify simple chord progressions
- To play a chord progression using the smart keyboard function
- To make musical choices about their work
- To evaluate and improve their own work

Some will demonstrate that they can/or will (emerge)

- Select loops
- Play a series of notes
- Explore the pitch and movement of notes
- Create a rhythm but not necessarily within 4 beats or played with a sense of pulse
- Record their work
- Perform their work

Some will demonstrate that they can/or will (achieve)

- Select instruments with purpose and give reasons for their choice
- Select contrasting rhythmic patterns that compliment each other
- Add effects to their sounds
- Think about the overall structure of the piece (e.g. beginning, middle and end)
- Select a tempo and record with awareness of beat/metre
- Perform and revise their work
- Comment on their work and the work of others'

Some will demonstrate that they can/or will (exceed)

- Select sounds with awareness of timbre
- Arrange the sounds with awareness of the texture they create
- Discover new functions to improve their work
- Compose with a clear structure
- Draw on personal musical experience and use it to improve their work
- Act as 'DJ' to perform their work altering dynamics/tempo/texture within the performance