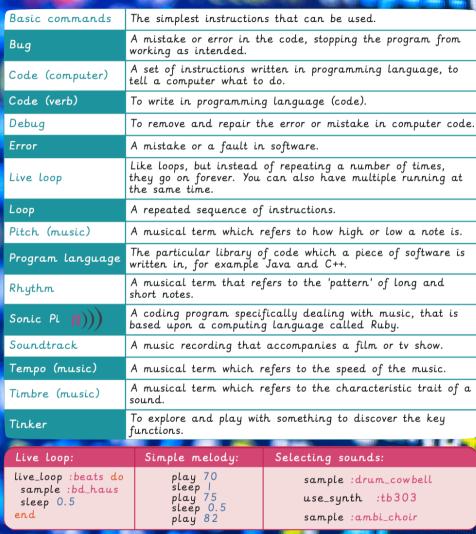


Year 5 - Programming music - Term 3

Key Vocabulary



The Sonic Pi interface Play controls: run save Editor controls: Information and help controls: Code editor: Design the track here in Ruby code use_synth :tb303 play_chord [62, 64, 66] Scope: View the rhythm of your coded track Log viewer: View Sonic Pi instruction here > Redefining fn: live_loop_drive

To know statements



I know how to iterate ideas, test and change throughout the lesson. I can Explain what the basic commands do

I can explain how the program linked to the theme. I know how to include a loop in their work. I can correct simple mistakes

I can explain the scene in the story. I know how to link the musical concepts to a scene. I ca recognise that I can program music in that way.

I can include a repeat and explain its function to enhance music

I know how to code a piece of music that combines a variety of structures. I can use loops in programming. I can recognise that programming music is a way to apply my skills

What can you remember from previous units?

What are variables - how have you used them? What are loops - how are you using them?

Anything else you have learnt? What have you enjoyed?