


Year 5 - Programming music - Term 3

Key Vocabulary

Basic commands	The simplest instructions that can be used.
Bug	A mistake or error in the code, stopping the program from working as intended.
Code (computer)	A set of instructions written in programming language, to tell a computer what to do.
Code (verb)	To write in programming language (code).
Debug	To remove and repair the error or mistake in computer code.
Error	A mistake or a fault in software.
Live loop	Like loops, but instead of repeating a number of times, they go on forever. You can also have multiple running at the same time.
Loop	A repeated sequence of instructions.
Pitch (music)	A musical term which refers to how high or low a note is.
Program language	The particular library of code which a piece of software is written in, for example Java and C++.
Rhythm	A musical term that refers to the 'pattern' of long and short notes.
Sonic Pi 	A coding program specifically dealing with music, that is based upon a computing language called Ruby.
Soundtrack	A music recording that accompanies a film or tv show.
Tempo (music)	A musical term which refers to the speed of the music.
Timbre (music)	A musical term which refers to the characteristic trait of a sound.
Tinker	To explore and play with something to discover the key functions.


Live loop:	Simple melody:	Selecting sounds:
live_loop :beats do sample :bd_haus sleep 0.5 end	play 70 sleep 1 play 75 sleep 0.5 play 82	sample :drum_cowbell use_synth :tb303 sample :ambi_choir

The Sonic Pi interface

Play controls:

run ▶ stop ◻ rec ● save +

Editor controls:

load ↶ size ↓ size ↑ scope 


Information and help controls:

info λ help Δ prefs π

Code editor: Design the track here in Ruby code

```
1 use_synth :tb303
2 play_chord [62, 64, 66]
3
```

Scope: View the rhythm of your coded track



Log viewer: View Sonic Pi instruction here

> Redefining fn: live_loop_drive

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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 can 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?