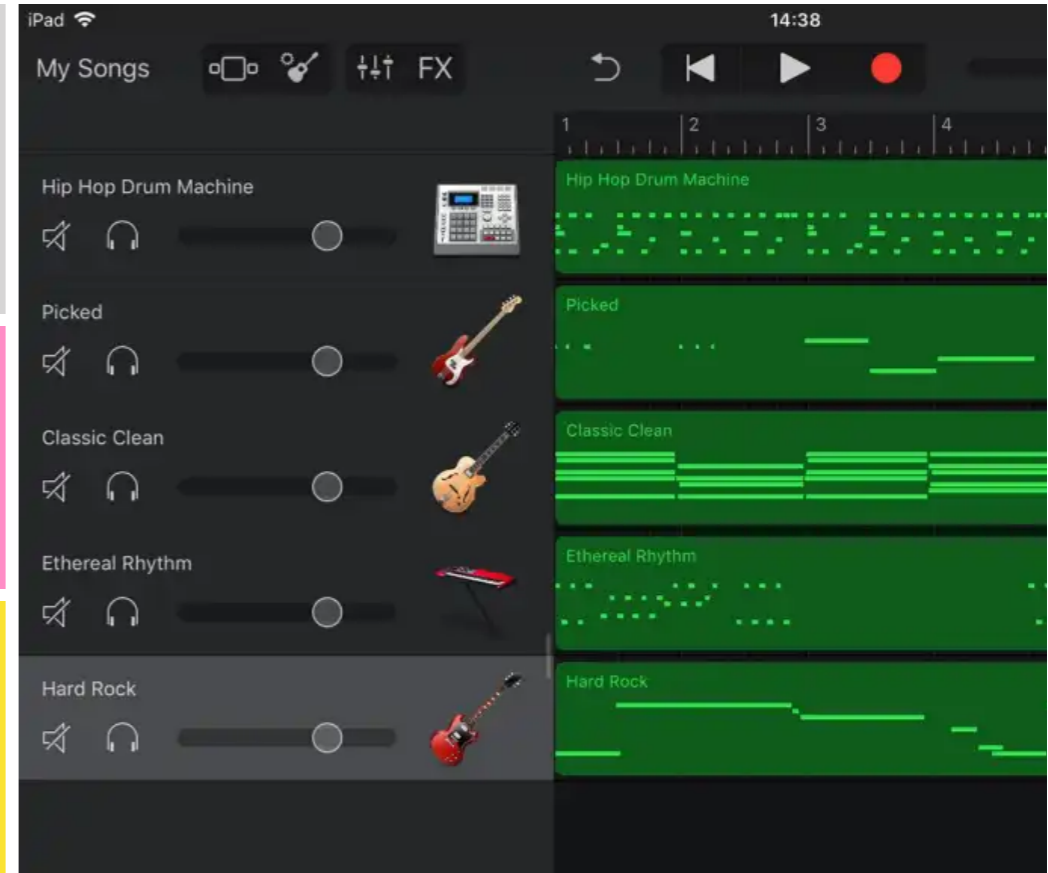




## ? What are we learning about developing digital music creation?

You may have already learned how to use a computer to create digital music. You can now build on these skills to produce more advanced music using multi-track software (e.g GarageBand) using sequencers, effects, and sampling tools.



## National Curriculum Content

Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals.

## Key knowledge

1. Layer tracks using sounds and effects.
2. Use various online samplers and sequencers to create drums patterns and scales.
3. Create effective instrument tracks.
4. Edit tracks and effectively adjust volume and add effects.

## AB CD Important Vocabulary

<b>Multi-track</b>	<p>This computer software lets you layer different tracks (such as recordings of drums, guitar and vocals) on top of each other to create a piece of music. You can adjust the volume of each track, position it and change the size if there are sounds you do not need.</p>
<b>Sampled sound</b>	<p>A recorded sound that is altered, such as looping or changing the pitch (highs or low notes). This new sound can be used in your own piece of music.</p>
<b>Drum patterns</b>	<p>A repeated sequence of drum and percussion hits that creates a rhythm and groove of a song.</p>
<b>Effects</b>	<p>Change a sound by adding different effects (loops, play it backwards etc).</p>