

Music Lesson 2



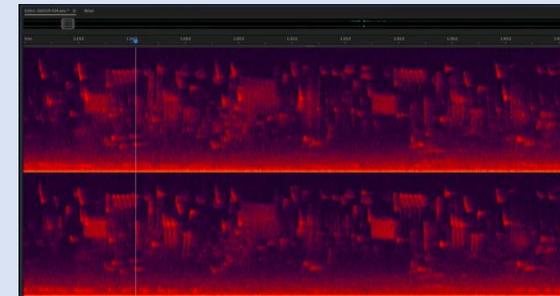
LI: I can create a graphic score to represent sounds I can hear



Liz Dobson is a composer from Yorkshire, who made a twenty minute recording of a wood near her home in Huddersfield. She went out at 6am to make sure she avoided other people.

Listen her recording by clicking on this link.

<https://vimeo.com/406152435>



Listen to the first three minutes.

Can you hear the different kinds of birds? What other animal can you hear?

Can you hear the motorway in the background?

L1: I can create a graphic score to represent sounds I can hear.

Now it's your turn.



What can you hear in your garden or from your window?

Sit and listen to all the sounds you can hear for one minute, write them all down maybe make a recording too.

What did you hear?

Listen out for:

low sounds

Middle sounds

High sounds



Now do it again and listen to:

The close sounds (like your breathing and clothes)

Sounds coming from your garden or very close by

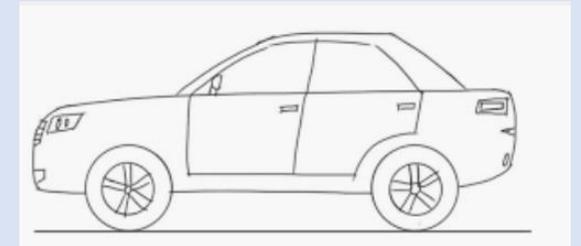
Sounds from further away

Now listen again and listen for:

rhythmic repetitive sounds (like birds)

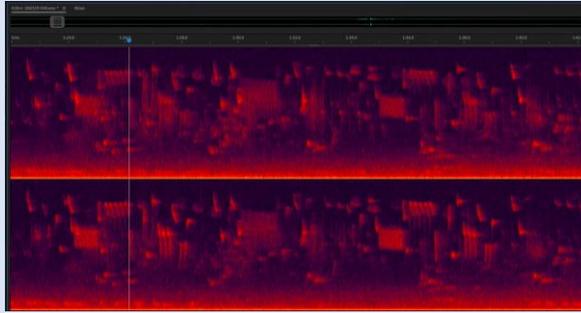
Long sounds

And irregular sounds that vary lots.



LI: I can create a graphic score to represent sounds I can hear.

Follow the link to watch the film of the bird song.



<https://vimeo.com/406152435>

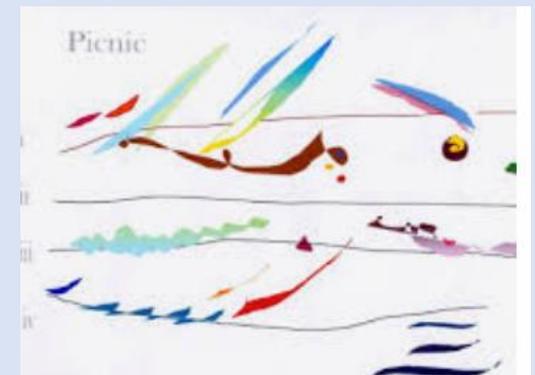
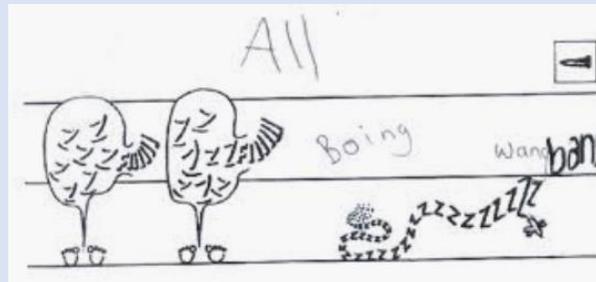
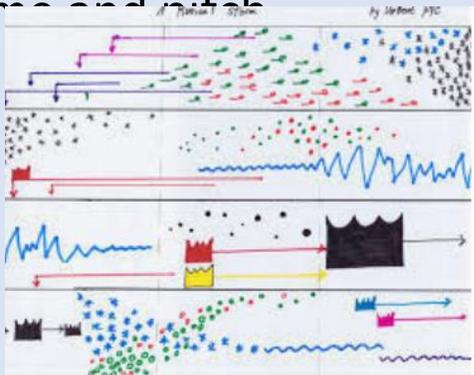
You can see time moving from left to right with a line, and the pitch (how low or high a sound is) from bottom to top.

Volume (loudness) is shown by a change in colour from black (silent) through red to almost white (loud)

Task: Creating a graphic score.

Create a graphic score to represent what you can hear from your window over ten seconds. It's a bit like a graph with the seconds along the x axis.

Be as imaginative as you like using colour and pictures to represent the different sounds, their volume and pitch.



Don't forget to continue playing your ocarina year 3!

Use your book or follow this link

<http://www.ocarina.co.uk/playing-tips/>

Enjoy Learning!