

Leybourne Ss. Peter and Paul CEP Academy - Knowledge Organiser



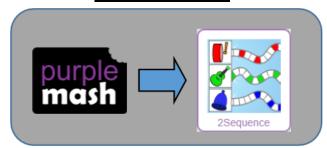
Computing Unit 2.7 – Making Music Year 2

Key Learning
To make music digitally using 2Sequence.
To explore, edit and combine sounds using
2Sequence.
To edit and refine composed music.
To think about how music can be used to
express feelings and create tunes which
depict feelings.
To upload a sound from a bank of sounds
into the Sounds section.
To record and upload environmental sounds
into Purple Mash.
To use these sounds to create tunes in
2Sequence.

Key Imag	es
Open, save, or share a	
piece of music.	
Change the number of	8 quavers •
quavers in the music.	
Loop or unloop the piece	
of music.	
Play the composed tune.	
Change the beats per	
minute in the music.	
Increase or decrease the	
volume of an instrument.	V
Choose the digital	
instrument to use.	
Delete the music.	

Key Vocabulary		
Bpm	The number of beats played in a	
	minute.	
Composition	A creative work, especially a poem	
	or piece of music.	
Digitally	By means of digital or computer	
	technology.	
Instrument	An object or device for producing	
	musical sounds.	
Music	Vocal or instrumental sounds (or	
	both) played alone or combined.	
Sound Effects	A sound other than speech or	
(Sfx)	music made artificially for use in a	
	play, film, or piece of music.	
Soundtrack	A recording of the musical	
	accompaniment of a film.	
Tempo	The speed at which a passage of	
	music is, or should be, played.	
Volume	How loud a piece of music is.	

Key Resources



Key Questions		
What is meant by digital music?	Digital music is made using a computer or other device. Digital music allows the computer to copy the sound made by instruments and combine them together to make a piece of music.	
How can I change how my music sounds?	You can change how your digital music sounds in many ways. One way is to increase the tempo of the music or vary the volume of each instrument in the piece.	
What is it meant by the tempo of the music?	Tempo is measured in BPM, or beats per minute. One beat every second is 60 BPM.	



