



Music



Year 9 Knowledge Organisers





Music Knowledge Organiser: Year 9



Electronic Dance Music

EDM has become associated with a particular type of commercially successful electronic music with an emphasis on over the top melodies and massive drops and changes in dynamics

Synthesiser: an electronic musical instrument, typically operated by a keyboard, producing a wide variety of sounds by generating and combining audio signals

Looping: repeating the same small section of notes or rhythmic beats over and over to make a song

BPM: beats per minute – speed of the music (**tempo**)
High and steady tempo, usually around 120–150 bpm

Metre & time signatures

	Simple Time Signatures			Compound Time Signatures		
Duple Metre	$\frac{2}{4}$	$\frac{3}{4}$	$\frac{4}{4}$	$\frac{6}{8}$	$\frac{9}{8}$	$\frac{12}{8}$
Triple Metre	$\frac{3}{4}$	$\frac{3}{8}$	$\frac{3}{2}$	$\frac{3}{8}$	$\frac{9}{4}$	$\frac{18}{8}$
Quadruple Metre	$\frac{4}{4}$	$\frac{4}{8}$	$\frac{4}{2}$	$\frac{12}{8}$	$\frac{12}{4}$	$\frac{16}{8}$

Four on the floor:
bass drum



Simple quadruple metre



Rap, Hip-Hop, and Grime

RAP: rhythm and poetry, a musical form of vocal delivery involving speaking rather than singing

Hip-hop: a genre of music most often characterised by a strong, rhythmic beat and a rapping vocal track

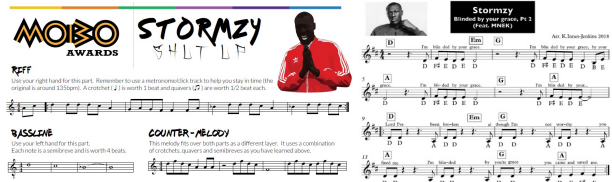
Sampling: recording sounds or taking parts of pre-existing recordings and using them to create new pieces of music

Drum pads: pads you can tap or hit to trigger sounds electronically

Drum machine: a machine which can play back drum sounds in precise patterns or 'beats'

Grime: a distinct version of British hip-hop

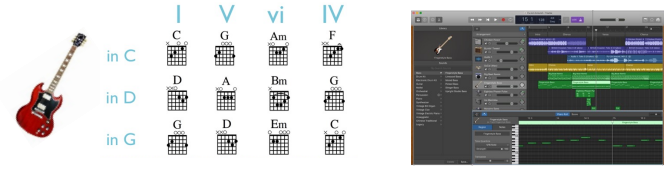
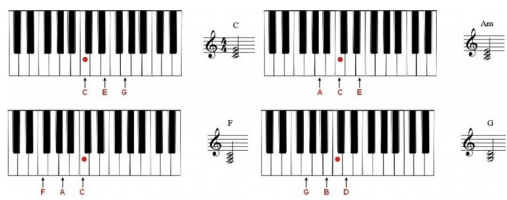
Types of **rhyme:** simple rhyme, multi-syllabic rhyme, slant rhyme, internal rhyme

MO'NIQUE AWARDS **STORMZY** **SHUT UP**

JASSMINE **COUNTER-MELODY**

Final Jam


Music production: the process of developing, creating, and refining recorded music

Musical composition: the process of making or forming a piece of music by combining the parts, or elements of music

Performance techniques: accent/articulation, tone, use of pedal, phrasing, dynamics, vibrato, extended instrumental techniques

Using a Digital Audio Workstation (DAW)

You can use **automation** to automatically adjust all sorts of parameters (e.g. volume, panning, sends, faders) on any track in your DAW

Panning: the distribution of an audio signal between left and right

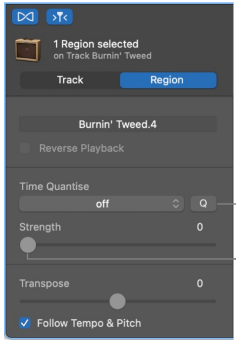
Filters: in general, filters remove certain frequencies from sounds, or isolate them for boosting – low-pass, high-pass, band-pass, peak

Effects: chorus, tremolo, flanger, phaser, compression, distortion

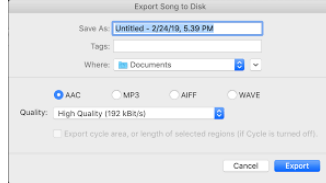
MP3: digitally encoded file formats for audio files, compressed, lossy

Quantizing audio regions: If the track contains imported audio files (orange) and you want to quantise the timing of the audio files, the Follow Tempo & Pitch tickbox needs to be selected for each audio file

Delay: refers to any type of effect that adds a delayed version of the original signal, to create effects such as **echo**



In GarageBand on Mac, choose **Share > Export Song to Disk**. To rename the exported file, select the name in the Save As field, then enter a new name. Choose a location to save the exported file from the Where pop-up menu. Select the format for the exported file (MP3).



EQ: is short for equalisation. It is the lessening or boosting of different frequencies to add more bass or treble to a musical part or track

