

Music - WW1 / 2 Film Composers



Curriculum Links:

- Play and perform in solo and ensemble contexts, using their voices and playing musical instruments with increasing accuracy, fluency, control and expression
- Improvise and compose music for a range of purposes using the inter-related dimensions of music
- Listen with attention to detail and recall sounds with increasing aural memory. Use and understand staff and other musical notations
- Appreciate and understand a wide range of high-quality live and recorded music drawn from different traditions and from great composers and musicians, develop an understanding of the history of music

Key Facts:

- Hanz Zimmerman created the soundtrack for the WW2 Film 'Dunkirk'
- Thomas Newman composed the soundtrack to WW1 Film 1917
- Barbers 'Adagio for Strings was part of the Platoon Soundtrack, Nimrod composed by Elgar is also a popular choice of music at Remembrance Services
- Music played in a major key creates a happy sound
- Music played in a minor key creates a sad sound

Key Skills:

- **Appraising** - Recognise the work of at least one famous composer from the key facts
- Use musical words and the elements of music to describe a piece of their music eg, key, tempo, dynamics and timbre
- Describe, compare and evaluate the work of famous composers and show a preference
- Evaluate how the venue, occasion and purpose affects the way a piece of music is created
- Identify where a gradual change in dynamics shapes a phrase in music
- **Composition** - Using the Garage Band App create a backing soundtrack for a war film
- Change sounds and tempo to change the effect
- Use a variety of different musical devices including melody, rhythms and chords in your composition
- Show how repetition, contrast and variation can give structure to the soundtrack

Possible experiences:

- Create a soundtrack for a movie
- Sing at Hillfest Music Festival
- Use compositions in the end of year production

We should already know:

- How to play the chords C, A Minor, G and F on the ukulele
- What crotchet, quaver and minim notes are
- Elements of music—tempo, dynamics and rhythm



Key Vocabulary

Adagio	Music played at a slow, leisurely pace
Allegro	Music played at a fast pace
Crescendo <	When music starts softly and gets louder and louder
Diminuendo >	When music starts loudly and the gets softer and quieter
<i>Forte</i> 'f'	The musical term for a loud sound
<i>Piano</i> 'P'	The musical term for a quiet, soft sound
Tempo	The speed of the music
Timbre	It is the sound or tone that comes from each instrument