Year 8 Music
Distance Learning
Quiz and Learn Booklet
Summer 2

Name:

Form:
Week 1 – Found Sounds

Music doesn’t always need to be created using instruments. Many people use **found sounds** to make music.

These sounds are from the world around us. They can be anything - a ball hitting the floor, a pedestrian crossing or a lift door opening and closing.

This technique is often called **sampling** as the musician is taking a sample of something else and using it in their work.

**Musique concrète – the original found sounds**

In the 1940s, a group of avant-garde French composers created a new style of music using found sounds. They called it *musique concrète* (concrete music).

Pierre Schaeffer’s composition *Etudes aux chemins de fer* is constructed entirely from sounds found at a train station.

The piece is like a musical collage, featuring train whistles and the sound of steam engines clattering along a track.

During this time, sounds could only be recorded onto physical magnetic tape.

To edit the recordings, composers would cut out the sounds they wanted with scissors and stick them together.

Many musicians use found sounds in their music. This style has been developed since the 1940s by musicians such as Steve Reich, Delia Derbyshire and The Beatles.

A found sound can be **ambient** or **percussive**.

It’s easier to compose with found sounds today than it used to be.

Most phones have a recording function meaning you can capture an interesting sound on the go. There are also lots of portable recording devices.

Once you have a found sound that you like, there are many ways to incorporate it into music:

- **Ambient sound** - Use a constant sound in the background to set the scene and compose music over the top. This is used by Blood Orange in *Orlando*.
- **Percussive beats** - Use shorter sounds to create a found sound beat. Lower sounds can take the place of the bass drum and higher sounds could replace the snare or hi-hats.
- **Music technology** - Import your sounds into a music production app or sampling keyboard. Use it to create a beat or melody with the samples by pressing the keys or buttons.
Week 2 – Electronic Music

Music is often made using some kind of technology - even traditional classical music is usually recorded with a computer.

From recording voice memos on a smartphone and making beats using drum pads to recording vocals in the studio, technology is a key part of the process of creating music in the modern world.

Electronic music, which is usually made with electronic sounds and instruments, has a few pieces of technology that feature in most or all of it.

**Drum machine**

A drum machine can play back drum sounds in patterns. It means you can have a drum beat without a drummer and drum-kit. It also makes it easy to produce steady repetitive beats and has been key to house, hip-hop and techno music.

**Synthesiser**

A synthesiser is an instrument that can play a huge range of sounds. It is usually operated with a keyboard. It creates sound electronically using something called an oscillator. Oscillators vibrate in a steady way, creating a musical note at a constant pitch. When it was invented, this technology allowed musicians to create sounds which weren’t possible on traditional instruments.

**Samples and loops**

Recording sounds and then playing them back is called sampling. When samples are played over and over, it's called looping. This technology allows producers to chop up sounds and combine them to create a collage of music. Samples are often used in hip-hop, French house and UK trip-hop music.
Effects

From the wah wah pedal that makes Jimi Hendrix's guitar sound like a voice, to the reverb that gives Beyoncé's vocals a sense of space, music technology is used to shape and change sounds on almost every piece of music that we hear.

<table>
<thead>
<tr>
<th>Keyword</th>
<th>Definition</th>
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</thead>
<tbody>
<tr>
<td>drum pads</td>
<td>Pads we can tap or hit to trigger sounds electronically.</td>
</tr>
<tr>
<td>drum machine</td>
<td>A machine which can play back drum sounds in precise patterns or ‘beats’.</td>
</tr>
<tr>
<td>EDM</td>
<td>Electronic dance music - the term 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.</td>
</tr>
<tr>
<td>synthesiser</td>
<td>An instrument which creates sound electronically using something called an oscillator.</td>
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<tr>
<td>oscillator</td>
<td>Part of a synthesiser which vibrates in a steady way, creating a musical note at a constant pitch.</td>
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<tr>
<td>sampling</td>
<td>Recording sounds or taking parts of pre-existing recordings and using them to create new pieces of music.</td>
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Week 3 – Recording Music

There was a time when to hear a song you had to play it yourself or see an artist perform live.

Recorded music changed all of that. Once a song was recorded it could travel far and wide. Recording music is much easier than it used to be. In the past, music could only be recorded in a studio with the help of a **producer**. Music used to be recorded on tapes.

A producer is an expert in recording music and plays an important part in shaping how a song will sound.

However, it is easy for people to record songs on their own phones or computers. There are lots of apps and music software available and the studio could just be a space at home.

The basics for recording music are:

- **DAW** - Digital audio workstation - this is music software on a computer, tablet or phone.
- **Microphone** - This is the device used to pick up the sound. The main ones are:
  - **Dynamic microphone** - often used by vocalists on stage.
  - **Condenser microphones** - often used in the studio.
- **Audio interface** - used to connect microphones to the DAW or computer.
- **Headphones** - are needed so that the artist can hear themselves and to get a clean recording.

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<th>Keyword</th>
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<td>producer</td>
<td>An expert in recording music and putting music together using software.</td>
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<tr>
<td>DAW</td>
<td>Digital audio workstation - music software that you can use to create whole pieces of music.</td>
</tr>
<tr>
<td>dynamic microphones</td>
<td>A microphone that picks up sound from one direction, often used in live settings.</td>
</tr>
<tr>
<td>condenser microphones</td>
<td>Sensitive microphones used for studio recording.</td>
</tr>
<tr>
<td>audio interface</td>
<td>A device for connecting microphones to a computer.</td>
</tr>
<tr>
<td>input level</td>
<td>The level or volume of a sound as you record it.</td>
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Week 4 – DJing and Mixing

**DJing** is the art of mixing two or more tracks together.

It emerged in Jamaica, the USA and the UK in the 1960s and 1970s with DJs mixing vinyl records on sound systems and at parties.

**DJ equipment**

- **Vinyl** record decks. The first DJs used vinyl records and some still do today.
- **CDJs** - mixing CDs is a popular alternative to vinyl.
- **DDJs** - DJ decks that play digital audio files (eg. MP3, WAV, AAC) - carrying music on USB sticks is an easy way to transport thousands of songs.
- A laptop running software containing a collection of songs.
- Phone apps mixing streamed songs.

One key function that all types of equipment have is the ability to change the tempo of the track. This can be done without changing the pitch. This means you can speed up or slow down tracks so that they can be mixed together more smoothly without clashing (or clanging, as DJs sometimes call it).

**Mixer**

Whatever equipment you use, it will usually have a mixer which has:

- **Volume faders** - for each track to fade in or out.
- **Cue control** - so you can decide which track you want to play next.
- **Crossfader** - to blend between two pieces of music, controlling what the audience hears out of the speakers. Normally moving the crossfader from left to right will blend from one track to the other. When in the middle, the crossfader will let both tracks play out loud.

**Headphones**

Headphones are essential so that the DJ can hear different pieces of music to what the audience hears. For example, the DJ will be listening to the next track on their playlist and getting it ready while the audience is still listening to the one currently playing. This is called **cuing**.

**Sound system**

A sound system is something you connect the mixer to so you can play the tracks out loud. These are usually speakers which can allow the audience to hear the tracks clearly. The early pioneers of DJing, especially Jamaican artists, were famous for their sound systems, combining their decks with huge speakers.
Key techniques

**Mixing** is the process of using the decks, mixer and headphones to blend one track smoothly into the next. Usually this is done by changing the tempo (or speed) of the second track to match the first and then using the volume control, crossfade and **EQ** to blend them together.

EQ (or equalisation) is an effect which allows you to control the amount of **bass**, **middle** and **treble** - or the low, middle and high parts of the track the audience hears.

As well as mixing records for the dancefloor, some DJs add **turntablism** to their selection. Turntablism is when DJs combine techniques, like **scratching** and **juggling** beats, to transform their turntables into an instrument in their own right. They create new sounds and performances from the records.
Week 5 – Music Rights and Publishing

What is music publishing?

Once you have created a piece of music, you can make money from it in various ways, including when it is:

- performed live
- played on the radio
- streamed
- downloaded
- sold as a CD or vinyl
- used in a game, film or commercial

A publishing deal is when you sell the rights to your music to a company, who then work to get that music out to a bigger audience.

If you haven’t signed a publishing deal, then you are the publisher and all the money should come to you.

Organising the money due

Publishing helps organise the money due to you when your music is used for something.

You can receive some money for being the writer of the music and some for being the performer of it.

An example:
You perform a cover version of a famous song at a music festival. This is then shown on TV. Who is due money from this?

There would be earnings from the performance and the broadcast. You and the original artist would be due money. You get money as the performer.

Sheet music

Sheet music is music that has been written down and could be printed on paper. It usually includes musical notes and bars. It can be written by hand or using a computer.

The owner of music has rights to that music printed and sold as sheet music. For example, if a singer performed a song in a theatre using sheet music, the writer of the music would get paid and so would the singer of the song.
Royalties

If your music is played there are a few ways you could earn from it:

- **Performance royalties** - when your music is played on the radio, at a music festival, in a shopping centre, cafe or public place.
- **Mechanical royalties** - when your recorded music is streamed, downloaded or sold as a physical product like vinyl or CDs.
- **Licensing & sync royalties** - when your music is used on a TV program, computer game, film or advert.

In the UK, **PPL** and **PRS** organise the collection of royalties:

- **PPL (Phonographic Performance Limited)** - collect money from businesses that play your recorded music and pay it to you.
- **PRS (Performing Rights Society)** - collect money when someone uses the music composition or lyrics that you have created and pay it to you.

When you register your songs with PPL or PRS, they will then send you statements (like a bank account) and pay you money when it is due.
What's a "beat?"

People commonly use the word "beat" to mean "a pattern (or rhythm) played by drums." The thing you're making when you create and play patterns in these lessons is "a beat."

But, confusingly, there's another use of the word "beat," which means "a regular, repeating pulse that underlies a musical pattern." People tap their foot along with "the beat" in this context.

Tempo

The speed at which your patterns play back is called the tempo. Tempo is measured in beats per minute or BPM. So if we talk about a piece of music being "at 120 BPM," we mean that there are 120 beats (pulses) every minute.

Chords

A chord is a group of multiple pitches that play at the same time.

Make basslines

Basslines are patterns of low-pitched notes. They often serve to reinforce a song's chords, while also using interesting rhythmic patterns that relate to or contrast with the drums.

Make melodies

Like basslines, melodies are patterns of single notes. While basslines are low-pitched, melodies are generally high-pitched, and define the "identity" of the song in many styles of music; if you ask someone to sing a particular song, they'll usually sing the melody.

Melodies are often sung, but may also be played by almost any instrument.

Melodies are often much more rhythmically active than basslines, and may cover a wide range of notes.
Play with song structures

You can think of a song as a block of time, which can be broken down into smaller blocks of time. In many types of music, the smaller sections consist of even smaller patterns like the ones you've been making, combined in **multiples of four, eight, or 16 bars**.

Putting these sections together is called *arranging*; it's how you get from small patterns to a full song.

**Song forms**

The combination of a song's sections is the song's *structure* or *form*. Some types of forms are used over and over in many types of music.
Quizzes

Year 8 - Lesson 1 - Found Sounds

Complete this quiz once you have read the information.

1. What are found sounds?

2. What is sampling?
   - Recording a sound to be used in music.
   - Trying a few different sounds
   - The only way of making music with computers

3. What is Ambient sound?
   - A constant sound in the background
   - Shorter sounds that might copy the sounds of drums
   - Option 3

4. What is a percussive sound?
   - A constant sound in the background
   - Shorter sounds that might copy the sounds of drums
   - Option 3
5. What does Ostinato mean?
- Atmospheric sounds.
- Taking a copy of somebody's music and using it yourself
- A repeating loop that goes round and round, also called a loop

6. What does the term avant-garde mean?

7. Pink Floyd were one of the first artists to use found sound?
- True
- False

8. Sampling is the same as copying somebody else's work and is illegal?
- True
- False

9. The loop library's we have used in school are samples.
- True
- False

10. Found sounds can be anything that makes a sound?
- True
- False
1. What is electronic music?

2. A drum machine is:
   - A type of synthesizer that makes alien sounds.
   - A type of synthesizer that sounds like a drum kit.
   - A type of synthesizer which makes bass lines.

3. What is a synthesizer
   - An electric piano.
   - A instrument that can make a range of sounds using oscillators.
   - A computer where you can arrange lots of sounds and blend them together.

4. What is sampling?

5. Wah wah, chorus, reverb and echo are all types of effect?
   - True
   - False

6. Which of these is not a style of electronic music:
   - House
   - Techno
   - EDM
   - Drum and bass
   - Rock
7. EDM stands for:
   - Electronic disco music
   - Electronic dance motif
   - Electronic dance music
   - Easy dance music

8. Give an example of an artist or musician who makes electronic music?

9. What is a drop in electronic music?

10. All modern music uses technology and therefore is electronic music?
    - True
    - False
Year 8 - Lesson 3 - Recording

1. What do we mean by recording?
   - Capturing sound
   - Playing sound
   - Option 3

2. How do you think being able to record changed music forever?

3. What piece of equipment is needed to record sound?
   - Speaker
   - Microphone
   - Amplifier
   - Mixer

4. What is the producer's role in a recording studio?

5. What does a sound mixer do?
   - Makes the sound
   - Mixes lots of sound together
   - Records the sound
   - Amplifies the sound

6. What does DAW stand for?
7. All music is recorded in a recording studio.
   - True
   - False

8. What is the input level?
   - The level or volume of a sound as you record it.
   - The effect used on the sound to change it.
   - The tone of the sound.
   - The pitch of the sound.

9. Do you think recording studio's will be used forever? Or are they a thing of the past?

10. Why would it be better to use a recording studio, rather than creating an album at home?
1. What is DJing?

2. Where did DJing come from? Tick 3
   - [ ] Jamaica
   - [ ] Germany
   - [ ] USA
   - [ ] UK

3. What did the first DJ’s use to make music?
   - [ ] CD’s
   - [ ] Vinyl
   - [ ] MP3

4. DJ’s try to match what in each track:
   - [ ] Pitch
   - [ ] Structure
   - [ ] Tempo
   - [ ] Instruments

5. What is a mixer for?
6. What do the volume faders do?

7. What is a crossfader?

8. What is a sound system and where does it come from?

9. What is EQ?

10. What is turntablism?
1. What is music publishing?

2. What ways can you make money from music? (Tick all the ways)
   - Performing live
   - Composing music
   - Played on the radio
   - Played on films or games

3. What is sheet music?
   - Music written in standard notation
   - Lyric sheets
   - Chord charts

4. What does PPL stand for?

5. What does PPL do?

6. What does PRS stand for?
7. What do PRS do?

8. Sometimes, royalties are split. What does this mean?

9. Copying music and selling it as your own is illegal?
   - True
   - False

10. Writing music and selling it, makes more money than performing music?
    - True
    - False
1. DAW stands for digital audio workstation
   - True
   - False

2. A loop is a:
   - Loud to quiet sound.
   - Repeating musical phrase
   - Drum beat
   - Melody

3. A bass line is:
   - high pitched
   - Low pitched

4. A melody is:
   - The tune of the music
   - The chords in the music
   - The bass line

5. Chords are:
   - Lots of notes played separately
   - One single note
   - multiple notes played at the same time

6. The bass drum creates the four on the floor beat in electronic music.
   - True
   - False

7. Dub is faster than Drum and Bass
   - True
   - False

8. The snare drum plays the backbeat
   - True
   - False
9. Structure is
   - The order the music comes in
   - How long the piece is
   - How high or low the music is

10. What similarities can you spot between Ableton and Logic (The program in school)