



# Composing Beats

## Key Learning

- To identify and discuss the main elements of music.
- To understand and experiment with rhythm and tempo.
- To create a melodic phrase using varied notes and pitch.
- To compose a piece of electronic music.

## Key Images

Play and add different synth notes

Play and add different sample sounds

Clicking on the rippers triggers the sounds

Add a new patch

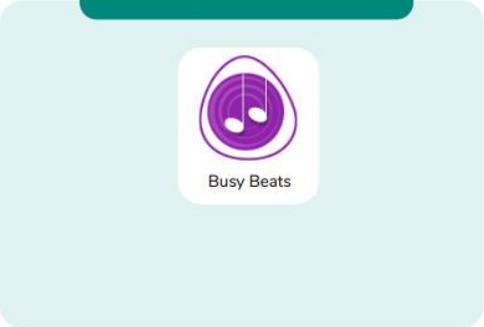
Switch between different patches

Change the speed – Beats per minute

Stop the music by pressing here

Record, play and download your composition

## Key Resources



## Key Vocabulary

- BPM** – Beats per Minute. Changing the BPM changes the speed of the music.
- Tempo** – How slow or fast a piece of music is.
- Dynamics** – How loud or quiet a sound is.
- Pitch** – How high or low a sound is.
- Pulse** – The steady beat of a piece of music.
- Melody** – A sequence of notes which make up a tune.
- Rhythm** – A pattern of long and short sounds and silences.
- Texture** – The different sounds you can hear in a piece of music.
- Electronic Music** – Music that is made using electronic instruments, computers, or other technology rather than only traditional acoustic instruments.
- Sample** – A short recording of a sound that you can use in your music e.g. a drumbeat.
- Synths** – short for synthesizer. Electronic musical instrument sounds.
- Patch** – A saved collection of sound settings that creates a specific tone or effect.
- Rippler** – The moving line in Busy Beats that travels across the screen and “plays” the sound you’ve put on the grid.



## What will we be doing?

We will be composing electronic music in Busy Beats by combining samples and synths to create rhythm and melody.