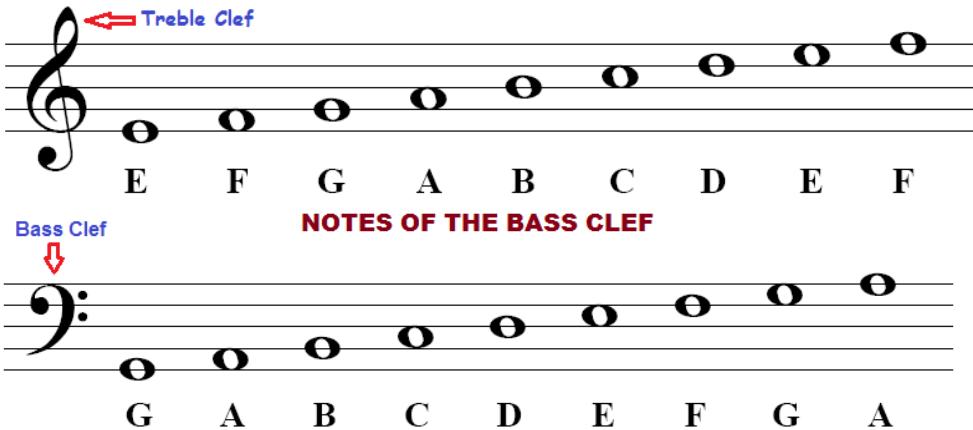


Year 9 Knowledge Organiser

Unit 1: Pop Power

Notes on the Stave

Treble Clef Notes



The 4 Chord Trick

The diagram shows two ways to play the '4 Chord Trick' in Pop Music. The top row shows a progression of four chords: C, G, Am, and F. The bottom row shows an alternative progression: Am, F, C, and G. Each chord is shown with a treble clef and a '4' above it, indicating a four-beat chord. The word 'OR' is written between the two rows.

Common Key Terms (Linking to Eduqas Music GCSE)

Tempo: The SPEED of the Music

Dynamics: The VOLUME of the Music

Crescendo: Gradually getting LOUDER

Diminuendo: Gradually getting QUIETER

Texture: How THICK or THIN the Music is (How many instruments at once)

Timbre: The individual tone or character of a voice or instrument

Strophic Form: Verse/Chorus structure of Pop Music

4-Chord Trick: Common chord progression in Pop Music (I – V – vi – VI or vi – IV – I - V)

Riff: A recurring musical phrase often used as a 'hook'

Strophic Form

Intro

Verse 1

Chorus

Verse 2

Chorus

Middle 8

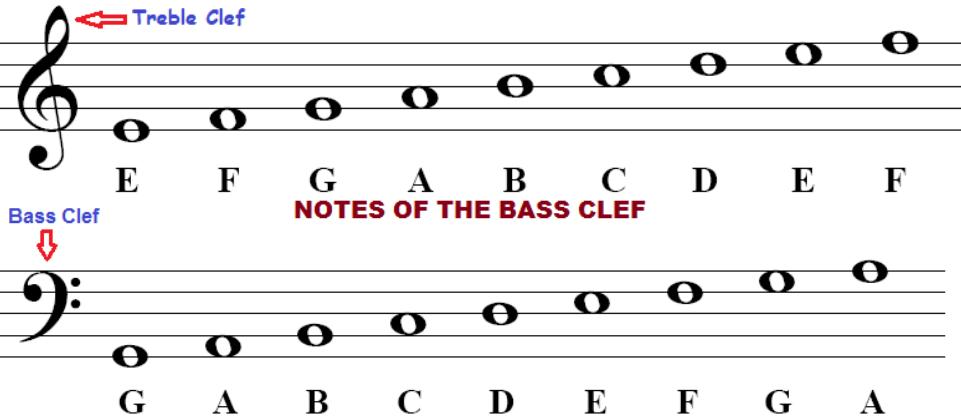
Chorus (x2)

Outtro

Year 9 Knowledge Organiser

Unit 2: Film Music

Notes on the Stave Treble Clef Notes



Composing Techniques

- ✓ Create a short, simple melody using either the Major or Minor scale to represent something you can see on screen (A character, object, place etc.)
- ✓ Repeat this theme with a variation as the action unfolds (Perhaps they get some bad news so the theme goes from a Major key to a minor key?)
- ✓ Add a 2nd contrasting melody to represent something or someone else (this should also be short and simple)
- ✓ Begin to thread the 2 themes together as the scene progresses

Common Key Terms (Linking to Eduqas Music GCSE)

Tempo: The SPEED of the Music

Dynamics: The VOLUME of the Music

Crescendo: Gradually getting LOUDER

Diminuendo: Gradually getting QUIETER

Texture: How THICK or THIN the Music is (How many instruments at once)

Timbre: The individual tone or character of a voice or instrument

Diegetic: Sounds a character on screen CAN hear

Non-Diegetic: Sounds a character on screen CANNOT hear

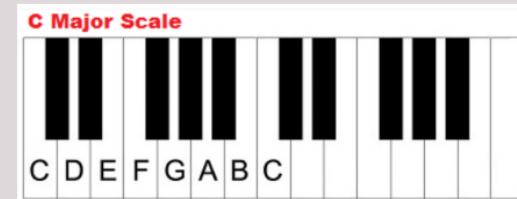
Leitmotif: A musical idea representing a person, place, thing or idea

Through-Composed: No set structure, the music is composed to fit the action on screen.

Major and Minor Keys

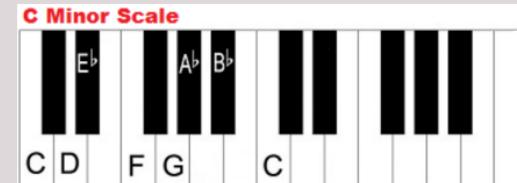
Major Key (Tonality)

A musical key which sounds happy; suitable to use for comedy and kids' films.



Minor Key (Tonality)

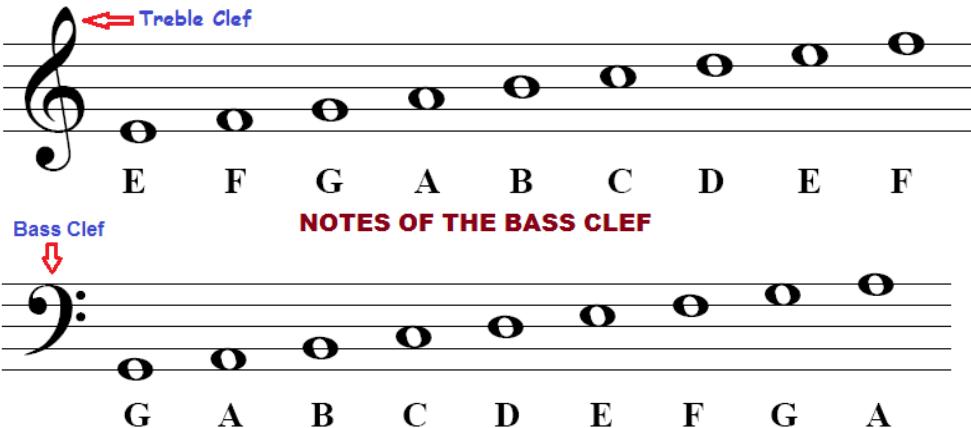
A musical key which sounds sad; suitable to use for horror and thriller films.



Year 9 Knowledge Organiser

Unit 3: Video Game Music (VGM)

Notes on the Stave Treble Clef Notes



The Science of VGM

Research shows that music has a powerful impact on the brain, enhancing memory, creativity, and cognitive function. In the workplace, listening to music—especially video game soundtracks—can boost productivity by releasing dopamine, which improves mood and motivation. This positive state helps with problem-solving, creativity, and makes repetitive tasks feel more enjoyable and easier to complete. Video game music, designed to motivate without distracting, can foster a “get it done” mindset, helping people stay focused and driven whether they’re gaming or working through a to-do list.

Common Key Terms (Linking to Eduqas Music GCSE)

Tempo: The SPEED of the Music

Dynamics: The VOLUME of the Music

Crescendo: Gradually getting LOUDER

Diminuendo: Gradually getting QUIETER

Texture: How THICK or THIN the Music is (How many instruments at once)

Syncopation: Playing on the weaker beats or in between the beats

Conjunct: Notes in the melody are in STEPS

Disjunct: Notes in the melody are in LEAPS

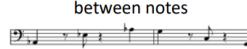
Diatonic: Uses notes related to the home key

Chromatic: Uses notes and harmony from outside the home key

Features of VGM

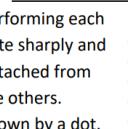
JUMPING BASS LINE

Where the bass line often moves by LEAP (DISJUNCT MOVEMENT) leaving 'gaps' between notes



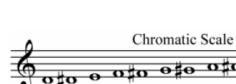
STACCATO ARTICULATION

Performing each note sharply and detached from the others. Shown by a dot.



CHROMATIC MOVEMENT

Melodies and bass lines that ascend or descend by semitones.



SYNCOPIATION

Accenting the weaker beats of the bar to give an “offbeat” “jumpy” feel to the music.

