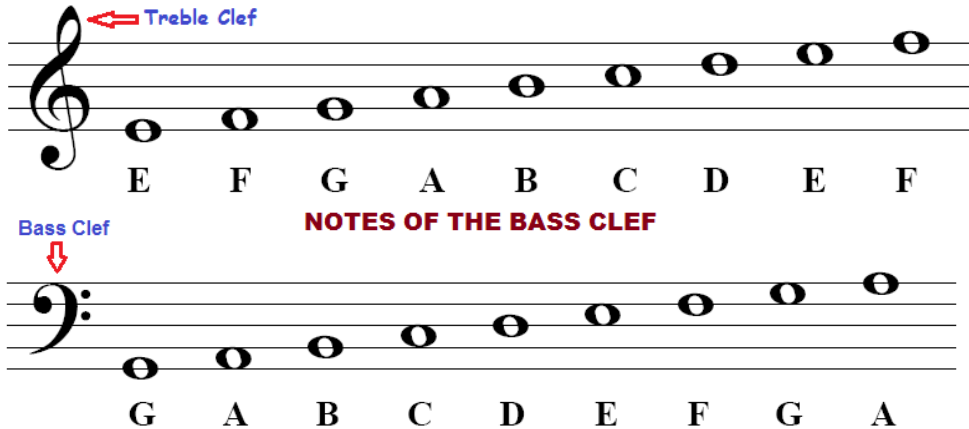


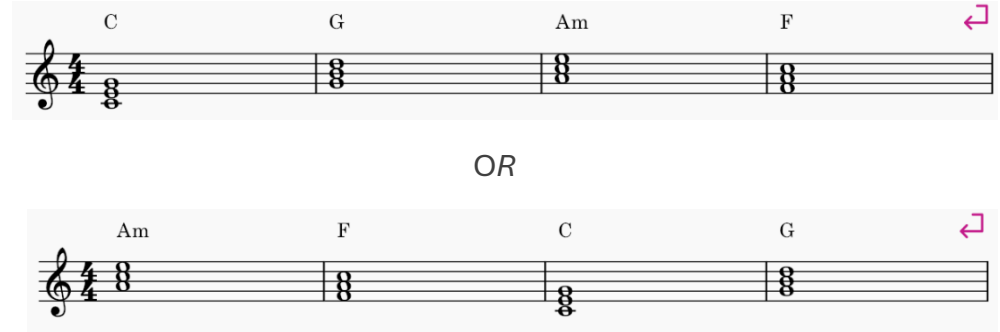
# Year 9 Knowledge Organiser

## Unit 1: Pop Power

### Notes on the Stave Treble Clef Notes



### The 4 Chord Trick



### 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

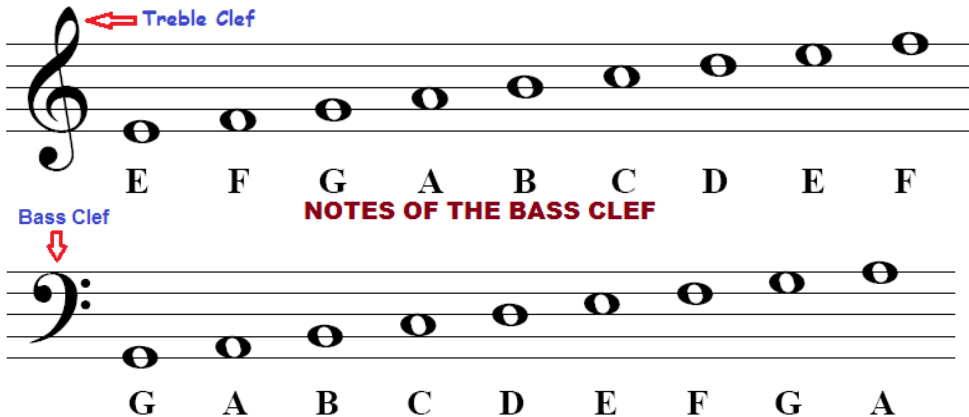
Chorus (x2)

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 2<sup>nd</sup> 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.

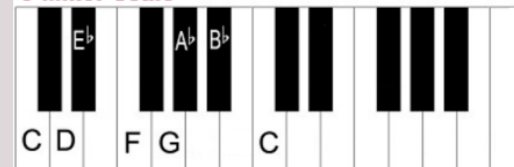
**C Major Scale**



**Minor Key  
(Tonality)**

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

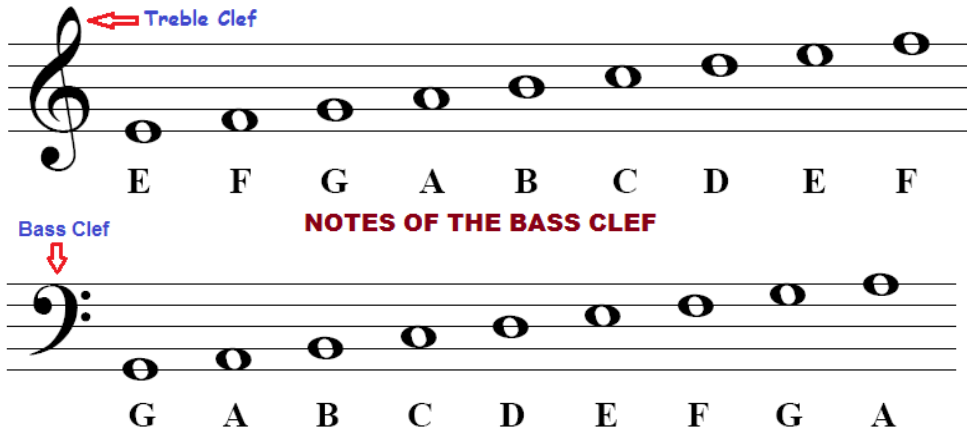
**C Minor Scale**



# 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



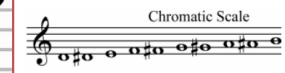
#### STACCATO ARTICULATION

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.

