Prior Learning

Children have used Scratch based-programming in LKS2.

Key vocabulary for this unit

Beat	Pitch
Buffer	Play
Bugs	Predict
Coding	Programming
Commands	Rehearsal
Debug	Repetition
Decompose	Rhythm
Error	Sleep
Format	Sonic Pi
Instructions	Sountrack
Live loops	Spacing
Loop	Temo
Melody	Timbre
Mindmap	Tinker
Music	Tutorials
Output	Typing
Performance	Typo

Learning Sequence

1. **Tinkering with Sonic Pi**	• To tinker with a new piece of software
2. **Sonic soundtracks**	• To create a program that plays themed music
3. **Musical storytelling**	• To plan a soundtrack program
4. **Live loops**	• To program a soundtrack
5. **Battle of the bands**	• To program music for a specific purpose

Assessment milestones	
ICT Skills:	**ICT Knowledge:**
• Predicting how software will work based on previous experience. • Writing more complex algorithms for a purpose. • Iterating and developing their programming as they work. • Confidently using loops in their programming. • Using a more systematic approach to debugging code, justifying what is wrong and how it can be corrected. • Writing code to create a desired effect. • Using a range of programming commands. • Using repetition within a program. • Amending code within a live scenario. • Using logical thinking to explore software more independently, making predictions based on their previous experience. • Using a software programme (Sonic Pi) to create music. • Identify ways to improve and edit programs, videos, images etc.	• To know that a soundtrack is music for a film/video and that one way of composing these is on programming software. • To understand that using loops can make the process of writing music simpler and more effective. • To know how to adapt their music while performing.