EBJ Knowledge Organiser
Music
Year 6

Spring 1
Film Music

Be the best that we can be.

Curriculum Overview

In this unit, pupils will explore how different musical styles contribute to the overall feel of a film, taking part in discussions where they share and justify their opinions. They will use the terms *major* and *minor* accurately, and identify a range of instruments to explain how music can evoke different emotions. Pupils will analyse pitch, tempo, and dynamics, applying these concepts to support their reasoning. They will interpret and evaluate graphic scores, offering thoughtful suggestions about what they represent, and will use their body, voice, and instruments to create sounds linked to a given theme. Building on this, pupils will create their own musical scores and perform their compositions confidently within a group, ensuring their sounds reflect the atmosphere of a chosen film scene.

Examples of Scenes and Music

TENSE music
- Long notes follwed by shorts notes or pauses.
- Melody switching between two notes (e.g the theme from 'Jaws').
- Useful for making the viewer think something bad is going to happen.

PURPOSEFUL music
- Military drum sounds.
- A major key (happy sounding music).
- A medium tempo.
- Useful for characters getting a job done, or planning to defeat an enemy, etc.

ROMANTIC music
- Slow, long notes.
- Sweeping melodies (getting higher and lower very smoothly and quickly).
- High, twinkly notes.
- Useful for showing which characters are the love interest.

DANGER music
- Getting higher and faster.
- Using lots of instruments to create a chaotic sound.
- Useful for building a sense of impending doom.

Key Vocabulary

Term	Definition
chromatics	Notes played from the chromatic scale which can make the music sound 'creepy'.
composition	A creative work, such as a piece of music.
evoke	To suggest a particular feeling or thought.
graphic score	A way of writing down music on the page without using traditional stave notation, instead using images to represent the music.
imagery	Visually descriptive music.
improvise	Making up music as it is played or performed.
major key	A tonality where the music sounds happy or bright.
minor key	A tonality where the music sounds sad or tense.
modulate	Changing from one key to another (e.g. major to minor).
notate	To write symbols to represent music.
pitch	How high or low a note sounds.
sound effects	Effects made that imitate real sounds.
soundtrack	The background music, together with the main songs, create the soundtrack to a film.
tremolo	A trembling effect, achieved by creating a loud and then quiet sound with a single note.
unison	Playing or singing notes at the same pitch, at the same time.

Famous Film Composers

Composer	Summary of Work
John Williams	One of the most famous film composers. He writes big, memorable themes such as *Star Wars*, *Harry Potter*, *Jaws*, *Jurassic Park* and *Indiana Jones*.
Hans Zimmer	Creates powerful, dramatic music using both orchestra and electronic sounds. Known for *The Lion King*, *Pirates of the Caribbean*, *The Dark Knight*, *Interstellar* and *Dune*.
Howard Shore	Best known for the epic and magical music for *The Lord of the Rings* and *The Hobbit*, helping to bring Middle-earth to life.
Danny Elfman	Famous for quirky, mysterious music, often working with Tim Burton. Wrote scores for *The Nightmare Before Christmas*, *Beetlejuice* and *Batman*.
Alan Silvestri	Writes exciting and emotional themes, including *Back to the Future*, *Forrest Gump* and *The Avengers*.
Ennio Morricone	A legendary composer known for dramatic and unique music, especially Westerns like *The Good, the Bad and the Ugly*, and emotional films like *Cinema Paradiso*.
Alexandre Desplat	Creates elegant, expressive music. Known for *The King's Speech*, *Harry Potter and the Deathly Hallows* and *The Shape of Water*.