

# Remember.....

- To hear the extracts click on



**DO IT  
NOW!**

# What do think it is?



Look at the picture on the left.

**What do you think it is?**

**How do you think the music sounded on this?**

Jot down your ideas on your whiteboards.

DO IT  
NOW!

# What do think it is?



Look at the picture on the left.

What do you think it is?

What sort of sounds do you think were used?

Jot down your ideas on your whiteboards.

Look it up on Youtube and see if you are right

DO IT  
NOW!

# Create It!



“Simon” is a game from the 1970’s where you have to copy and repeat patterns using four different tones/sounds that correspond to the four different colours.

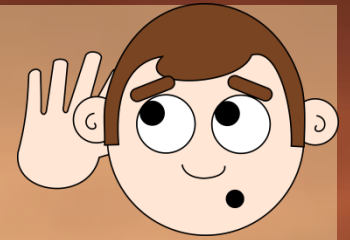
You have **FIVE MINUTES** to create an appropriate sound for each of the four different colours on the “Simon” game.

Use a digital instrument



DO IT  
NOW!

# What can you hear?



What musical features can you use to describe this music?

What is the **TEXTURE** like?

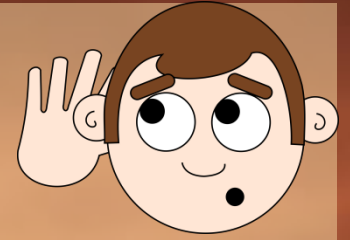
What is the **TIMBRE** or **SONORITY** like?

**WHY** is this music memorable?



DO IT  
NOW!

# What can you hear?



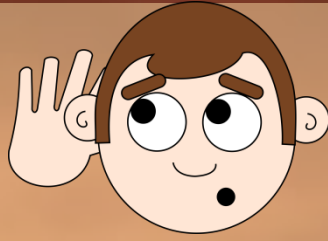
Listen to the **GROUND THEME** from the Super Mario Bros. series of computer and video games. The **TONALITY** has been changed from the original **MAJOR KEY** to a **MINOR KEY**.

What effect does this have on the music?



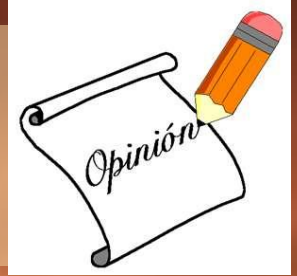
DO IT  
NOW!

# What can you hear?



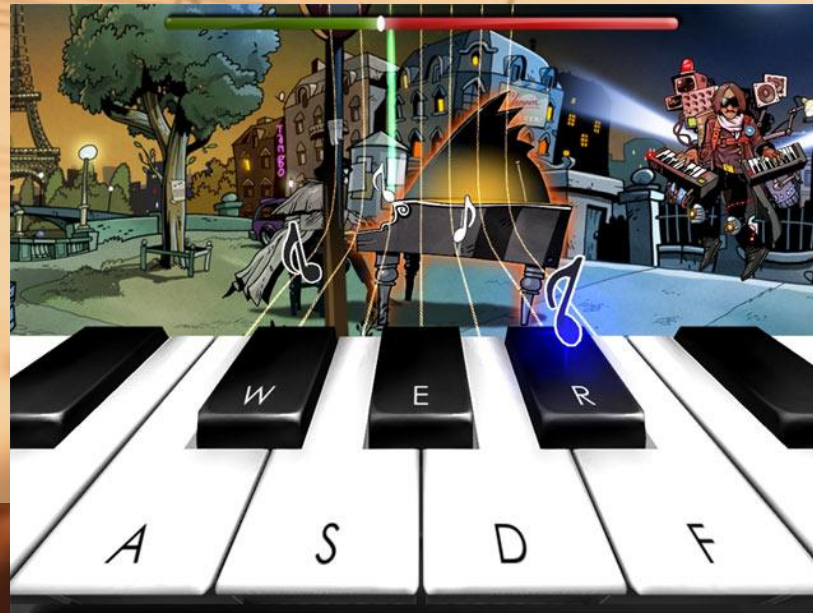
**DO IT  
NOW!**

# What's your opinion?



What do you already know about the topic you are starting to study:

## COMPUTER AND VIDEO GAME MUSIC





**DO IT  
NOW!**

# Brainstorm!



Listen to Lara Croft's **CHARACTER THEME** from the Tomb Raider series of computer and video games.

Think how you could change Lara's **CHARACTER THEME** to show her in the following situations within different levels in a Tomb Raider game.

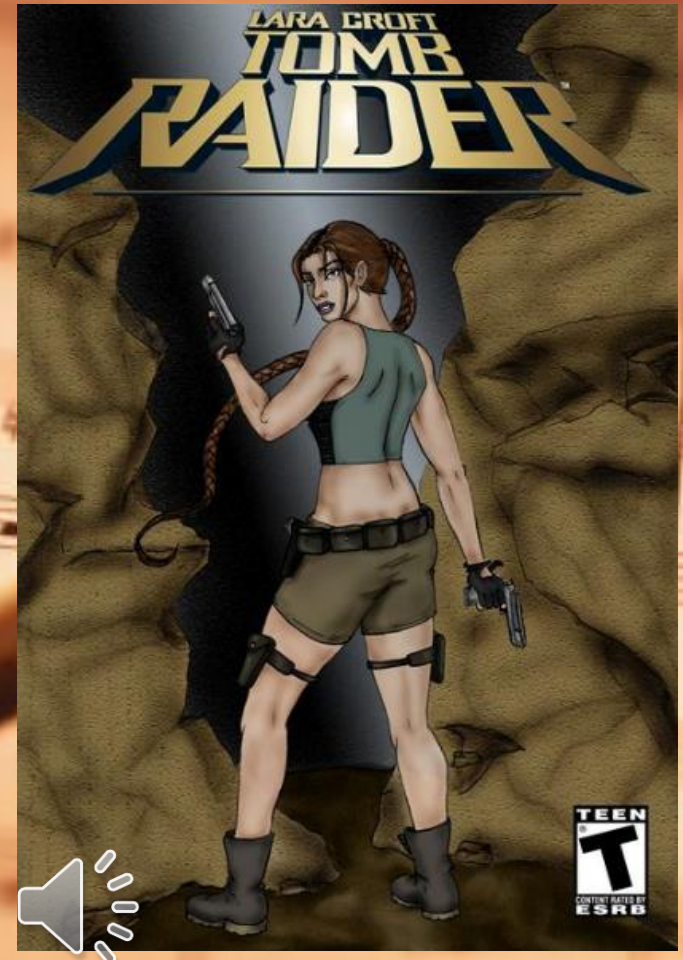
***Up in the Clouds***

***In an Underground Dungeon***

***Fighting in an 'end of level' Boss Fight***

***In a desert in the Wild West***

***In an Underwater Cave***



DO IT  
NOW!

# Silent Debate



Listen to this piece of music – the main theme from the computer and video game series “Call of Duty”.

How important is the **TIMBRE** and **SONORITY** to this music?

