

Introduction to Graphic Scores

LO: To understand how music can be recorded using symbols and images

Partner Talk:

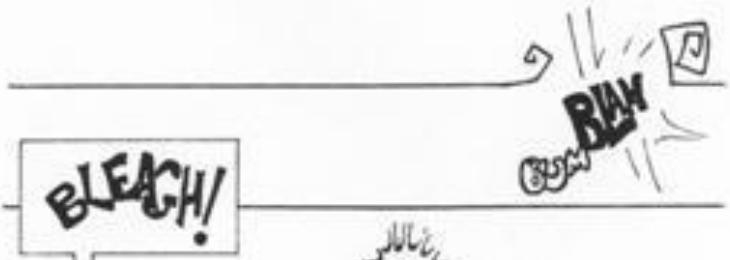
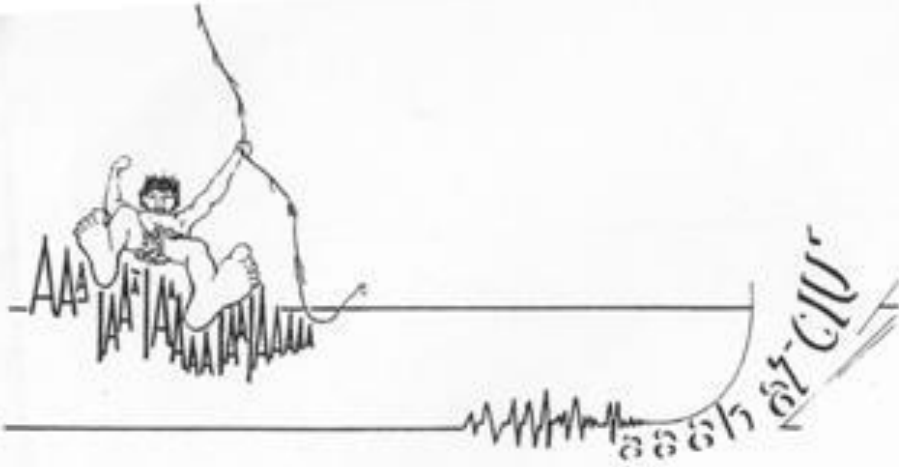
Discuss what these words mean:

Graphic

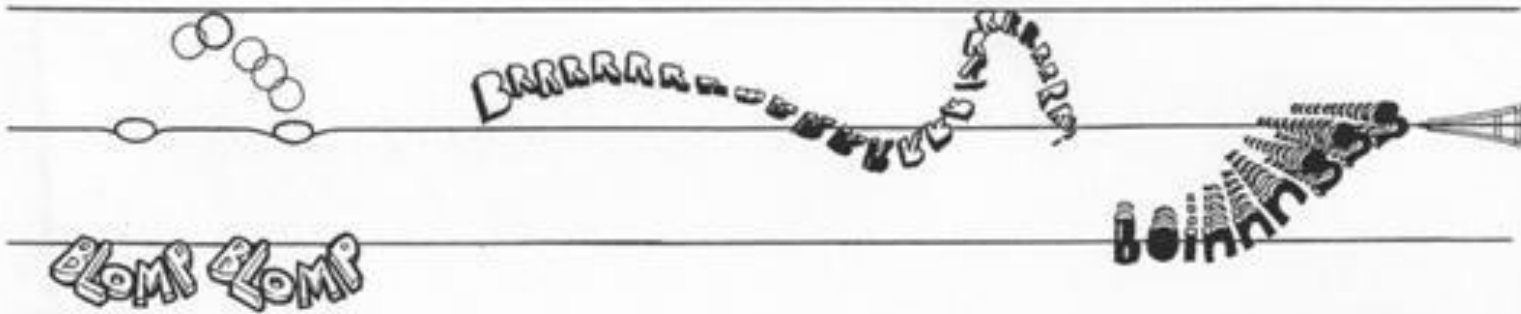
Score

Graphic Scores

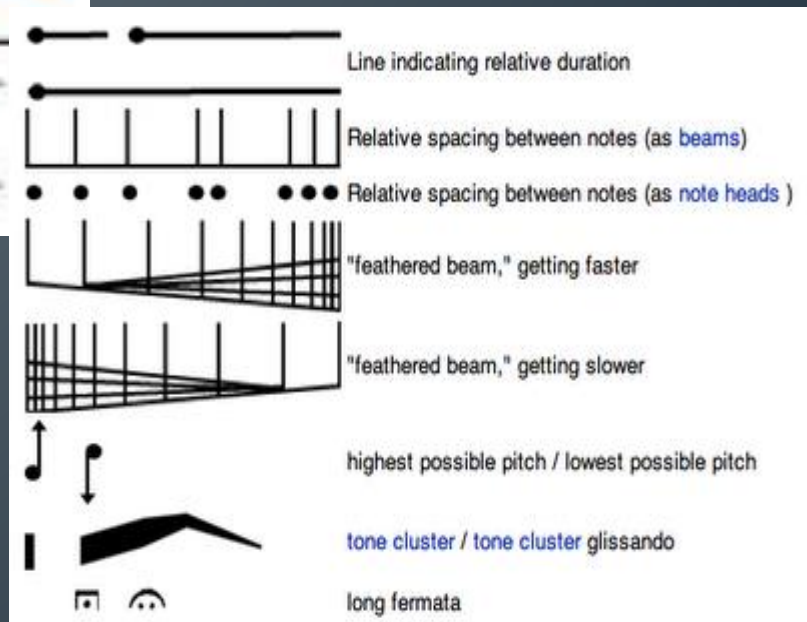
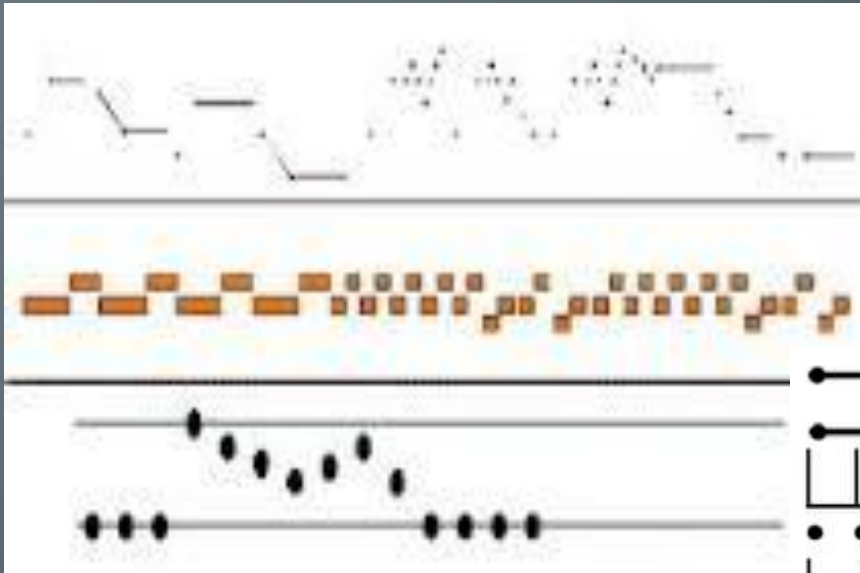
- A graphic score is a form of writing down music using symbols rather than notation.
- Different symbols are used to represent different notes and a key is provided to be able to help you interpret it.
- Different sizes or positions are used to suggest differences in pitch or speed.
- Graphic scores are not as accurate as traditional notation and as a result different performances can vary



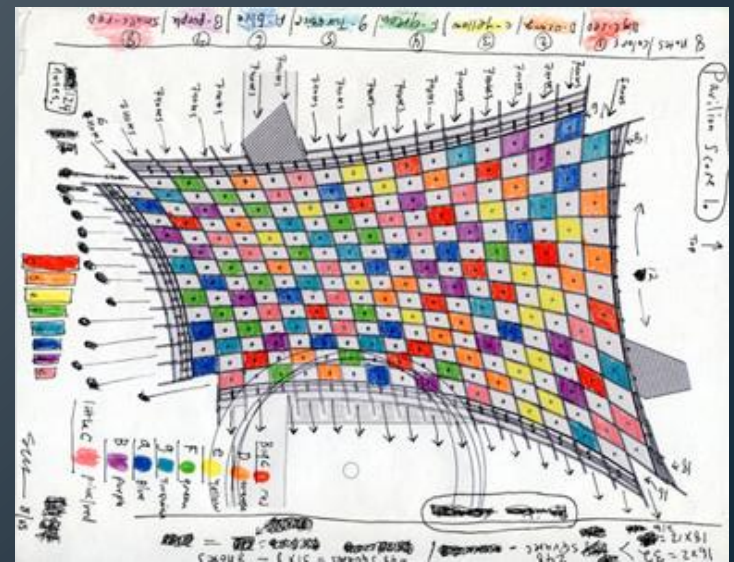
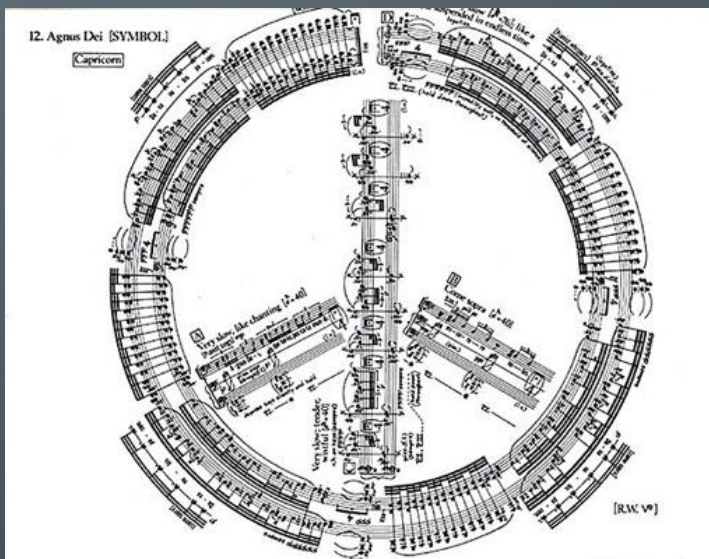
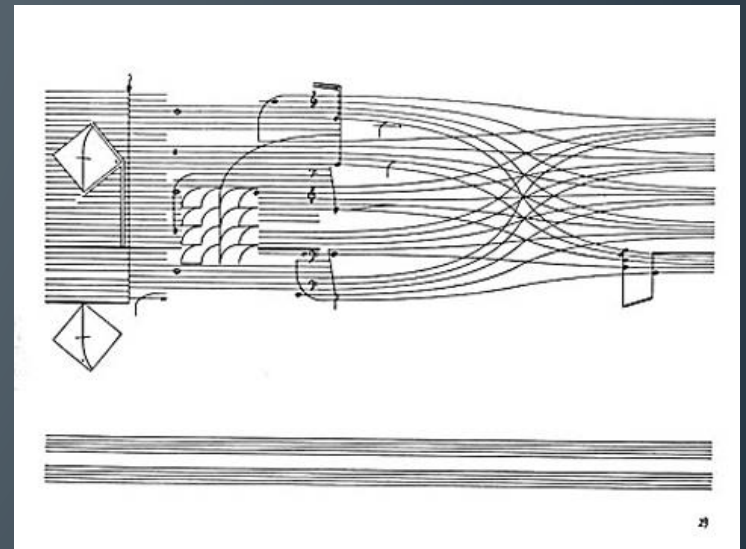
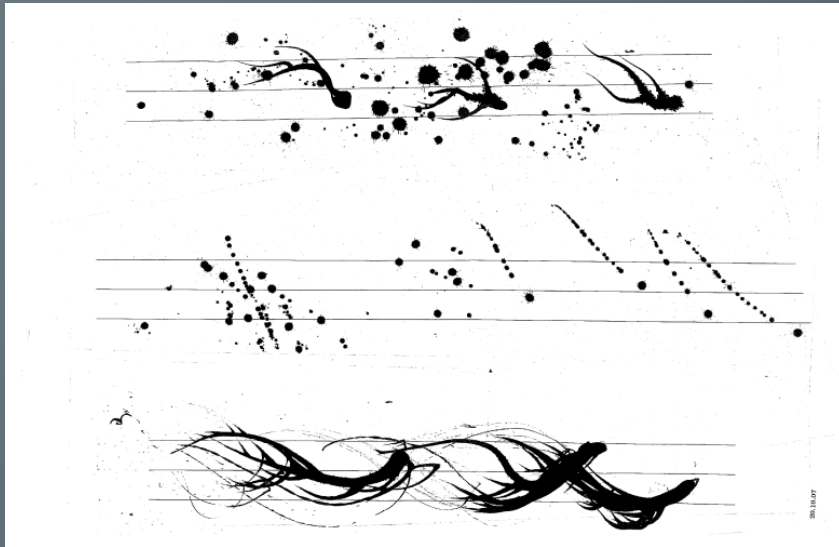
ANGER



Other examples:



More elaborate graphic scores:



Listen to 'Gnomus' from 'Pictures at an Exhibition'.

Follow the graphic score accurately with your partner.



Task:

- Listen to the sounds playing and draw a graphic score for each.

Final Activity

What are the problems of using graphic scores as a form of writing down music?

What are the advantages of using graphic scores?

- **Try to come up with two suggestions for each question.**

Lesson Objective:

- To know the purpose of graphic scores in music
- To be able to interpret a graphic score effectively
- To be able to draw a quick graphic score for a musical extract.

Year 6 Story

“There's strange music playing there, and it feels light and good and makes Frank feel happy for the first time in forever.”

What do you think the music is like?
Describe it in 3 words.

LO: To explore sounds for a composition based on the music in the book

Use the keyboards to explore tones that could be used for your composition.

- ★ Record the number of the tone
- ★ Say whether the low or high notes are useful
- ★ Perhaps write down a few notes or short patterns that could be used

Number 1 to 10 in GNB.

1.



2.



3.



4.



5.



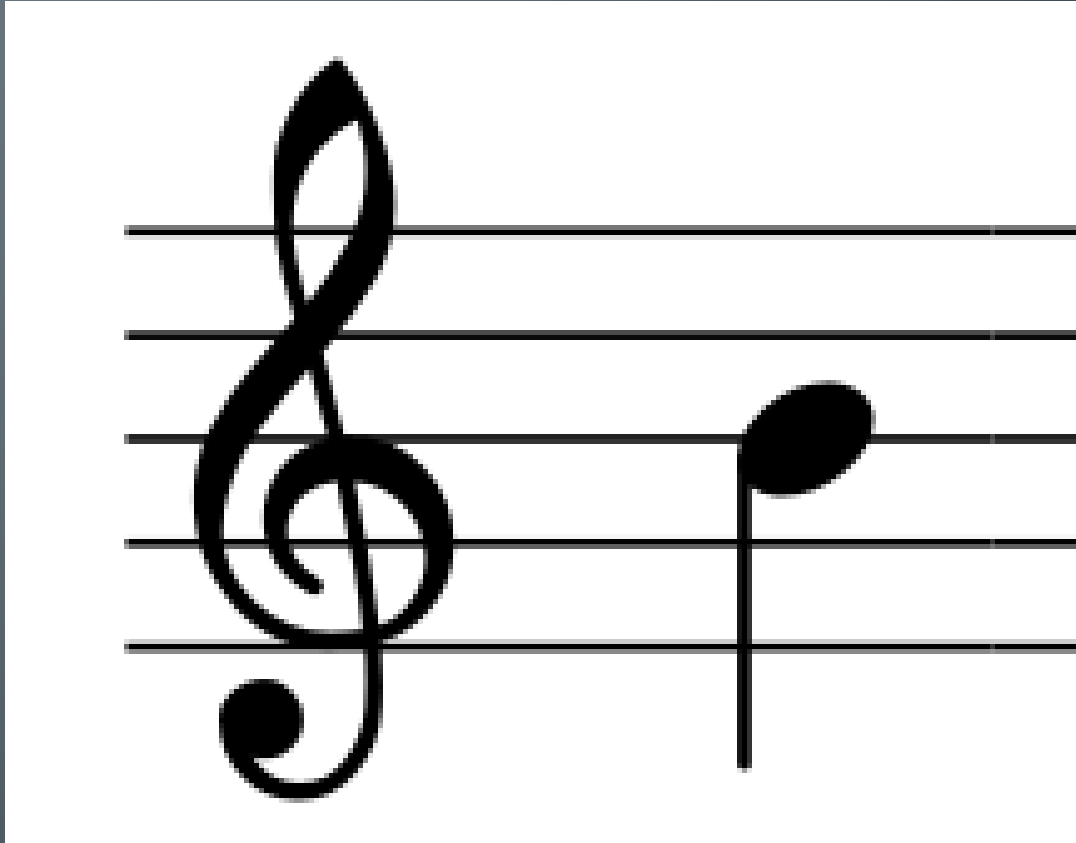
6.



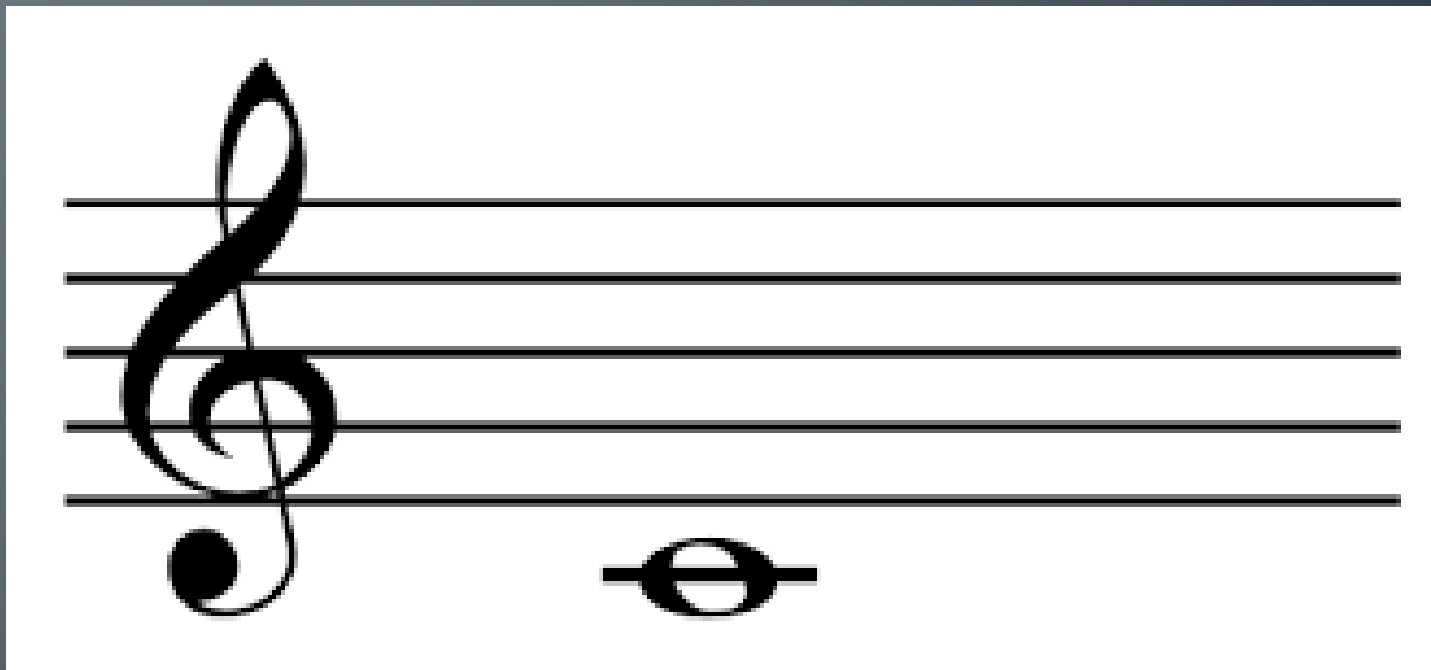
7.



8.



9.



10.





LO: To compose music in response to a given theme

Now it's your turn.

Use the ideas from last lesson to create your music.

★ Make sure it has a good opening:

★ What will that be like?

- Fade in? Introduction? Tempo? Dynamics?

What happens next?