

Y5 – Programming Music

Programming music - key language	
Commands	Instructions that can be used to create a program.
Bug	An error in code that stops it running as expected.
Code block	A representation of text based code that can be linked together.
Loop	A repeated sequence of instructions.
Pitch	The high or low notes in a piece of music.
Rhythm	The pattern of long and short notes.
Tempo	The speed of music.
Timbre	The traits of a sound.
Soundtrack	Music which accompanies a sequence of film.
Scratch®	A coding program.

Key outcomes
To know how to use commands to create a sequence of music.
To know how to test, change and experiments with commands to alter a musical sequence.
To use knowledge of loops to make programming more efficient.
To recognise musical concepts and explain how these have been altered to create certain effects.
To know how to use a variety of programming structures and concepts to program effectively.
To know how to perform a program.

Scratch block coding	
Motion	Sensing
Looks	Operations
Sound	Variables
Events	My Blocks
Control	Music

