Musical Genre: Classical

Dynamics, pitch and texture (Fingal's Cave- Mendelssohn)



Classical music is music that has been composed by musicians who are trained in the art of composing. The term 'classical music' can also refer to music composed in the classical period 1750-1825. The focus piece for this topic is Fingal's Cave by Mendelssohn (1830) which is a classical piece depicting the sea and waves swirling around Fingal's Cave which is in the Inner Hebrides.

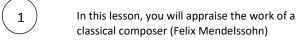
Year 6 key knowledge

- To know that the conductor beats time to help the performers work well together.
- To understand that improvisation means making up music 'on the spot'.
- To understand that texture can be created by adding or removing instruments in a piece and can create the effect of dynamic change.
- To know that timbre can also be thought of as 'tone colour' and can be described in many ways e.g. warm or cold, rich or bright.

Vocabulary

depict	To represent something using music.	Ensemble	A group of people who perform instrumental or vocal music.
Notate	To write symbols to represent music.	Pitch	How high or low a note or piece of music is.
Conductor	A person her directs the performance of an orchestra or choir using hand signals.	dynamics	The volume of the music (loud or quiet)
Graphic score	A way of writing down music on the page without using traditional stave notation, using symbols and images to represent the music.	Texture	How many layers of sound the music has (thick or thin)

What are we learning?



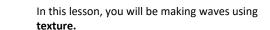


- Mendelssohn is a classical German composer.
- The piece of music we are studying is Fingal's Cave.
- The piece depicts the sea and waves swirling around Fingal's Cave which is in the Inner Hebrides.
- **Depicts-** To represent something using music.

2 In this lesson, you will be making waves using pitch and dynamics.



- Pitch- How high or low a note or piece of music is.
- Conductor- A person who directs the performance of an orchestra or choir using hand signals.
- **Dynamics** The volume of the music (loud or quiet)
- Crescendo- getting louder
- Diminuendo- getting quieter





- Texture- How many layers of sound the music has (thick or thin)
- **Timbre-** The quality of the sound, e.g. smooth, scratchy twinkly.
- **Improvise-** Making up music as it is played or performed.
- **Pitch-** How high or low a note or piece of music is.

In this lesson, you will be composing in groups

• Texture- How many layers of sound



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- smooth, scratchy twinkly.

 Improvise- Making up music as it is played or performed.

 Pitch- How high or low a note or piece of music is.
- Dynamics- The volume of the music (loud or quiet)



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Year 1, 2, 3,4 and 5 musical skills and elements.

Helpful links



Scan to learn more about musical notation.



Scan here to find out more about timbre and texture.



Scan to learn more musical vocabulary and terms.