



MUSIC
SECOND LEVEL
P5 P6 P7
T4 Wk 6



 LISTENING 	 INVENTING 	 PERFORMING 
<p>So far, the music we have listened to has been “musical”. What about music that <i>isn't</i>? The Musique Concrète style (French: “concrete music”), developed around 1948 by <i>Pierre Schaeffer</i> was an experimental technique using recorded sounds as raw material.</p>	<p>The clips I have given you so far as examples of Musique Concrète are <i>pre-recorded</i>. These clips are “live” and have either electronic sounds in them or include a collections of non-musical sounds. https://www.youtube.com/watch?v=uhma2luOSo4</p>	<p>Perform your favourite “<i>Infinite Drum Machine</i>” mix for your household. Can they guess what the sounds are?</p>
<p>Here is a brief explanation of how Musique Concrète pieces were created. Now of course, we have mixing desks, music studios, computers and yes, there is an app for that too! https://www.youtube.com/watch?v=rJ6CFbV00FE</p>	<p>https://www.youtube.com/watch?v=gXOIkT1-QWY Your task is to invent your own piece of Musique Concrète. Find some sounds/objects you think are interesting and create a <i>Soundscape</i> or <i>Sound Collage</i> of your own. **It can be unplanned like clip 1 or thought out and timed like clip 2. (Alternatively, you could find an <i>App</i> that allows you to record and edit sound (or video) and be totally creative like this third example.) https://www.youtube.com/watch?v=fYugLGS21b8</p>	<p>Host a Musique Concrète Concert. Don't be put off by your audience perhaps having a laugh at some of the sounds you make. Their noises will just add to your invention. <i>John Cage</i>, who you saw perform his “Water Walk” composed a piece of music called 4' 33" It is very famous. Can you find out why?</p>
<p>This is Pierre Schaeffer's “Apostrophe”. You can hear a mix of human and instrumental sounds along with noises made by everyday objects. They have been recorded and manipulated to create this piece. https://www.youtube.com/watch?v=q2o9VyuJSD4</p>	<p>Use this Infinite Drum Machine to invent a percussion pattern using sounds from “the World”. Experiment with the map, the drum pattern and speed. See what you come up with! https://experiments.withgoogle.com/ai/drum-machine/view/</p>	<p>Have you heard of “The Beatles”? John Lennon was inspired by the techniques of <i>Musique Concrète</i> and in several Beatles songs the tracks are manipulated including loops, reversals and samples. Here is one to sing along with. https://www.youtube.com/watch?v=zoD-lIVXosc <i>If you have a spare 8mins, you could search for their experimental track “Revolution 9”</i></p>
<p>Professor Pete Stollery, from Aberdeen University, who taught me how to make music like this when I was training to be a teacher, composed this <i>Soundscape</i> of Aberdeen. (This piece is just over 5 minutes long.) Can you identify any of the recorded sounds he has used? https://www.youtube.com/watch?v=z55zjyrw8_o&list=PLPaxHXhLx-BcbJSap5bHZL4nqUc0AvKc&index=1</p>	<p>There is a help sheet attached for the “<i>Infinite Drum Machine</i>” activity. The “filter” function will show the sounds that match what you are looking for on the map as a highlighted dot.</p>	<p>Of course many modern Artists use things like samples and loops in their music. Can you find a song that you know that includes a Musique Concrète technique?</p> <p>Send me a photo or a short video of anything you have done. I'd love to see how you are getting on. Don't forget to add your Name, Class and School.</p> <p style="text-align: right;">gw08mconochieleona@glow.sch.uk</p>

THE INFINITE DRUM MACHINE

This is the Infinite Sound MAP

Move the coloured circles to different places on the map to change the sounds. The areas are coloured this way because the sounds in them are “similar” to the ear although they might be completely different to the eye!

BOX CARDBOARD

CHAIR METAL

WATER DRIP

CAN PAINT

Randomises the sounds. Changes the speed.

Q FILTER

You can search for sounds

This is the drum machine. It works in a similar way to “drumbit”. There are 16 beats within the pattern. Click to add/remove.

Zooms in and out of the Map

The interface features a large circular sound map with four highlighted sound categories: BOX CARDBOARD (green), CHAIR METAL (orange), WATER DRIP (blue), and CAN PAINT (pink). Below the map is a control bar with a search filter, a drum machine pattern of 16 colored dots, and zoom controls. Callouts explain the map's color-coding, the search function, the drum machine's 16-beat pattern, and the zoom controls.

The highlighting refers to the level of difficulty. **Everyone should be able to achieve this. Give yourself a little bit of extra work. **This is a challenge.**