



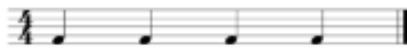
# Settle Down

## How can I use rhythms to create an Anglo-Saxon composition?

### 1. What is a rhythm?

Rhythm is the pattern of long and short sounds as you move through a song or piece of music.

Quadruple Meters  
(Four Beats)



A meter of 4 is a count of 4 beats with a strong beat on 1.

Boomwhakers  
tuned instrument



### Applying Past Knowledge

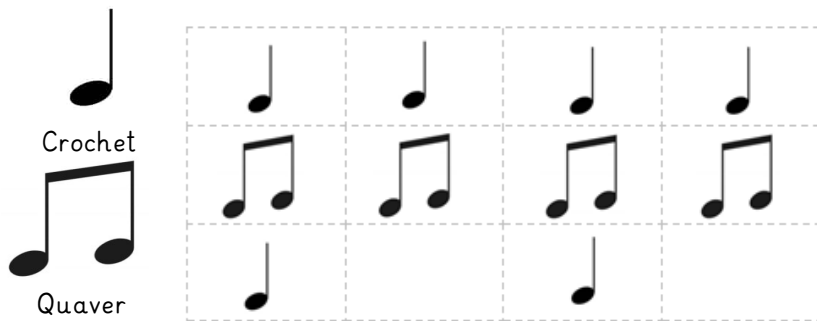
This learning links with the previous learning you did in Year 3 when you learnt about texture.



### Key Vocabulary

Melody	A sequence of notes and rhythms.
Notes	The term "note" in music describes the pitch and the duration of a musical sound.
notation	The symbols used in written music. Music notation, or music notes, lets players know which note to play and how long to play it for.
quaver	A quaver is a musical note that lasting for half a beat.
rhythm	A music's pattern in time.
Meter of 4	Count 4 beats with a strong beat on 1.
crochet	A note with a beat of 1

### 2. What rhythms do you think an Anglo Saxon monster would make?



### 3. How could our composition change?

**Dynamics:** how quietly or loudly a piece of music should be played.

**Tempo:** the speed at which a piece of music should be played.

### 4. Can we improve our composition by adding texture.

Texture is the layers of music.

To show the monster is angry I would increase the texture by increasing the dynamics and having more instruments playing .