

Key concepts

An orchestra is a group of musicians who play instruments together.
An orchestra usually has four sections: strings, woodwind, brass and percussion.

Music can be used to support story-telling:

- Timbre can be used to represent a character
- Changes to tempo can represent actions
- Appropriate dynamics can represent emotions



Harp (stringed)



Trumpet (brass)



Oboe (woodwind)



Tambourine (percussion)

Key Vocabulary

timbre	The character or quality of a musical sound or voice
dynamics	Describes how loud or quiet music is (volume).
tempo	Refers to the speed of the music
orchestra	A group of instrumentalists, especially one combining string, woodwind, brass, and percussion sections.
perform	Present to an audience.
woodwind	Sound is made by blowing air into or across the mouthpiece.
brass	Sound is made with the vibration of the lips on a metal mouthpiece.
percussion	The striking of one solid object with or against another.
strings	Sound is made by the vibration of strings with different tensions.

Things to do at home

Imagine you are a composer. Think of the sounds you can make using just your body.
You could use your voice (it's an instrument!)

Slap your knees

Click your fingers

Stamp your feet

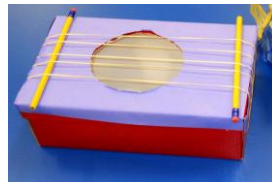
How could you use these sounds to tell the story of Little Red Riding Hood.

When would it be loud/soft/slow/fast?

When would you make more than one sound at a time?

Try writing your ideas down using symbols to remind you (notation).

Try making a stringed instrument like this one.



Composer Information

A composer can use music to convey different moods within a story.

A composer will decide when to add the right music to each part of the story.

A composer will build a piece of music in layers or 'dimensions'

A composer's music can be recorded in informal notation (their own shorthand) or formal notation (universally recognised).