

Lesson 1 – Exploring Sounds

Aims

- To be introduced to making music digitally using 2Sequence.
- To explore, edit and combine sounds using 2Sequence.

Success criteria

- Children understand what 2Sequence is and how it works.
- Children have used the different sounds within 2Sequence to create a tune.
- Children have explored how to speed up and slow down tunes.
- Children understand what happens to the tune when sounds are moved.

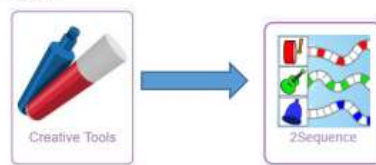
Resources

Unless otherwise stated, all resources can be found on the [main unit 2.7 page](#). From here, click on the icon to set a resource as a 2do for your class. Use the links below to preview the resources; right-click on the link and 'open in new tab' so you don't lose this page.

- Headphones.
- [Twinkle Twinkle](#) 2Sequence file.

Activities

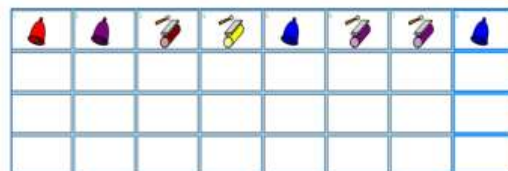
Show the children 2Sequence as a class and explain to them that it will let them explore lots of musical sounds and make their own music.



1. Start with a simple pattern of sounds. Select the bells and chimes from the bottom of the screen.



2. Using the bells and chimes, show the children how to drag each instrument onto a bar.



3. Show the children how to run the sequence by clicking on the big green for 'go' arrow at the top of the screen. Show the children how each bar is highlighted as the tune is played.

Now try:

4. Show the children how to slow down and speed up the tune by using the bpm (beats per minute) slider.



Which tune did the children like the best: the fast one or the slow one?

5. Set the bpm back to the centre (about 140) and show the children how to drag the instruments from the bar and into the bin, leaving empty spaces.



Now play the tune again; what does it sound like? Now speed it up and slow it down again. What does it sound like this time?

6. Let the children try for themselves. At this point, you may want the children to use headphones so that they can only hear the tunes that they are creating.
7. When the children have had a chance to explore how to create their tune, show them how to select another set of instruments from the bottom of the page. Select the drums.



8. Show the children how you can add more instruments and sounds to the bars and start to add different sounds to the tune you have just created.



What does your tune sound like now? Try speeding it up and slowing it down.
Which tune did you like the best?

9. Clear your tune and start again by clicking on the New icon.



10. Select the violins from the instrument bank.



Each violin will play a short accompaniment; listen to what each one sounds like with the children.

11. Add one of the violin sounds to the first bar. Now add some sounds (the drum section) onto the second row underneath the violin.



If you play the tune now, you will hear the violin sound with the other sounds.

12. Try moving one of the instruments up onto the same row as the violin. What happens to the sound of the violin?



13. Let the children experiment making different tunes with the violins and using different instruments as

13. Let the children experiment making different tunes with the violins and using different instruments as the backing sounds.

14. Show the children how to change the volume of the backing sounds on each row by using the volume control at the side of each of the rows.

Dragging the small bar either up or down will control the level of the sounds in that row.

Let the children try changing the volume for each of the rows.

15. When the children are happy with the tune that they have created, remind them to save it to their My Work folder.

