

Medium Term Plan: Sounds Dramatic

Year 5 · Unit 3

Learning Objectives

1. Compose and arrange an original “Spooky Story” track in YuStudio using major and minor chords, melody, rhythm, basslines, and sound effects to create a specific atmosphere or mood.
2. Reflect on and evaluate musical decisions by performing compositions individually or in groups, considering both creative and technical choices to enhance the piece's overall quality and effectiveness.

	Summary of Lesson	Key Learning
Weeks 1 & 2	Introduction to YuStudio and Spooky Story Concepts • Watch the Artist Introduction video by Max Wheeler for project context and inspiration. • Discuss key elements of spooky stories: heroes, villains, magical items, and settings. • Explore YuStudio basics: create new tracks, select instruments in SoundBank/Subtrakt, and experiment with pitch, octave, and note input. • Begin melody creation with short motifs to establish a spooky mood; share ideas in small groups, focusing on bar, tempo, pitch, and timbre. Melody Creation and Storyboarding • Develop original melodic motifs using YuStudio, experimenting with major/minor modes and articulation (staccato/legato). • Begin storyboarding the Spooky Story: define hero, villain, setting, and key plot points.	Children explore the foundations of creating a “Spooky Story” using YuStudio, combining music technology with narrative thinking. Storyboarding activities support the linking of music to narrative, defining plot points, and character actions. Children develop technical skills by creating new tracks, selecting instruments in SoundBank and Subtrakt, and experimenting with pitch, octave, and note input. They compose short melodic motifs that establish mood and atmosphere, testing ideas in small groups. Throughout, children refine melodies to match story tension, experiment with major and minor modes and articulation, and engage in peer

	• Test melodies against story events, refining motifs to match narrative tension and atmosphere. • Share and receive feedback on melody, timbre, and rhythm in relation to storytelling.	feedback, developing both musicality and storytelling skills.
Weeks 3 & 4	Drums, Bass and Rhythmic Development • Add rhythmic layers: create drum patterns and compose basslines to support the story. • Experiment with loops, noting timing and dynamics to enhance the narrative mood. • Adjust compositions iteratively to ensure cohesion between music and story elements. • Discuss the impact of rhythm and bass in peer groups, evaluating how they shape tension and drama within these groups. Story Writing and Integrating Music • Refine story narratives, aligning plot points with musical phrases and motifs. • Layer percussion, bass, and melodies to highlight character actions and story climaxes. • Experiment with sequencing, loops, and note duration to build suspense and atmosphere. • Collaborate in groups to test music-story integration and make compositional decisions on instruments and effects.	Children focus on developing the rhythmic and harmonic foundation of their Spooky Story compositions. They create drum patterns and basslines using YuStudio, experimenting with loops, timing, and dynamics to enhance tension and dramatic effect. Children iteratively adjust their compositions to ensure cohesion between the music and story, testing how rhythmic and bass elements support narrative pacing and atmosphere. Concurrently, the children refine their storylines, aligning plot points with musical phrases and motifs while layering percussion, bass, and melodies to emphasise character actions and climaxes. Collaboration is central, with groups testing combinations of instruments and effects, making creative decisions that integrate music and narrative, building suspense and expressive storytelling through sound.

Weeks 5 & 6	Recording, Mixing and Adding FX - Record vocal narrations or spoken story segments and integrate with musical tracks. - Apply sound effects, adjusting reverb, decay, and layering for a spooky effect. - Mix tracks: adjust volume, balance, and layer management for cohesion. - Share progress and use peer feedback to refine timing, balance, and overall narrative impact. Performance, Sharing and Reflection - Perform or present completed Spooky Story tracks to peers or record for a wider audience. - Reflect on creative and technical decisions using the Artist Evaluation video. - Discuss strengths, areas for improvement, and storytelling through music technology. - Celebrate achievements, focusing on confidence, expressive performance, and collaborative evaluation.	Children focus on finalising and presenting their Spooky Story compositions. They learn how to record vocal narrations or spoken story segments, integrating them seamlessly with their musical tracks. Children apply sound effects, experimenting with reverb, decay, and layering to heighten the spooky atmosphere. Mixing skills are developed as they adjust volume, balance, and manage multiple layers to ensure cohesion and clarity. Peer feedback is used to refine timing, dynamics, and narrative impact. Children perform or share their completed tracks with peers or a wider audience, reflecting on the creative and technical decisions they have made. Emphasis is placed on confidence, expressive interpretation, collaborative evaluation, and celebrating achievements, reinforcing storytelling skills through music technology.
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