

Week 1



In The Hall Of The Mountain King- Edvard Grieg

He was a leading composer of the Romantic era and brought the music of Norway to an international audience.

Instrumentation of the Orchestra

During the romantic period, the orchestra had become a great force due to its increasing size including the following:

strings - larger string section

woodwind - flutes and piccolo, oboes and clarinets, bassoon and double bassoons

brass - trumpets, trombones and French horns (tuba added later in the period)

percussion - full percussion section

keys - piano

Week 2

We are going to analyse the use of musical elements to create tension, variation, and intrigue within the piece, and apply them practically to the main melody within the piece. How does the composer use these elements.

Melody: A repeated musical phrase made up of a sequence of notes that combine pitch and duration to create a memorable tune.

Dynamics- Dynamics refer to the volume of the music, or how loud or soft it is played. They are used to add expression and emotion to music.

Articulation- Articulation describes how individual notes are played or sung, particularly how they begin and end. It affects the texture and style of the music by indicating whether notes should be smooth and connected, short and detached, or emphasized in some way.



Week 3

This lesson will be dedicated to creating our own Program, that will inform our own original compositions.

We will create a story that contains key characters and places. This will then allow us to apply program music musical devices to our story.

We will include characters and places so that we can create Leitmotifs.

Make sure to include any references to movement within the piece, and then we can use Imitation, this is where we use music to mimic non-musical sounds.

Week 4 + 5



We will create a multi-movement structure, where each movement corresponds to a specific scene or chapter in the story.

Example structure: Intro (set the scene) → Exposition (introduce themes) → Conflict (build tension) → Resolution (conclude).

Year 8 Music, Term 2: Program Music

Week 6

This week is an assessment of learning about Program music. Your composed piece will be assessed, and a written paper will be completed to assess your theoretical knowledge. Use the questions on the back of this knowledge organiser to revise.



Key words:

Orchestra

Leitmotif

Romantic

Imitation

Quotation

Week 1

Questions

Describe the mood of In the Hall of the Mountain King. What kinds of emotions or images does it bring to mind?

Grieg uses different dynamics (volume) throughout the piece. How do the dynamics change from the beginning to the end?

This piece repeats a main theme multiple times. How does Grieg change the theme each time it repeats?

Think of a scene (e.g., a storm, a peaceful meadow, a busy city). What instruments, dynamics, or tempo would you use to create the sounds for this scene? Explain why.

Week 2

Questions

We are going to learn the main melody of the piece, and we are going to use the elements of music to introduce variety to the piece, as Grieg did through the original piece. If you don't have a keyboard or piano, then please use the following link to help you learn online.

<https://www.onlinepianist.com/virtual-piano>

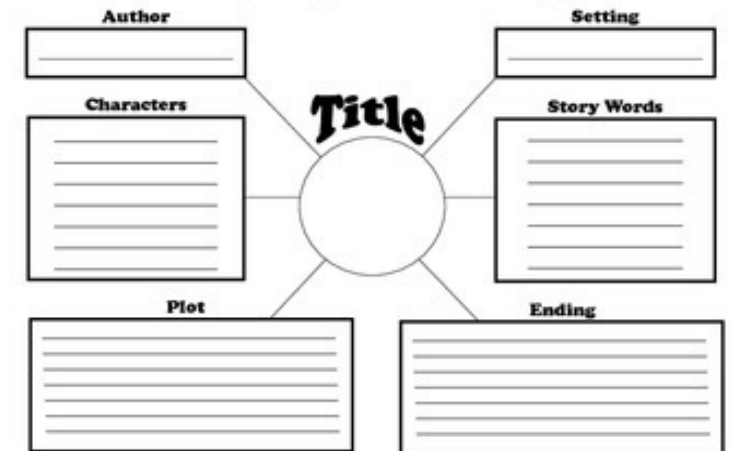


Week 3

Questions

Name _____

Story Spider Graph



Year 8 : Music Term 2 Program Music

Week 4

Questions

What are the three main techniques we have been learning about in Program music?

- Quotation
- Leitmotif
- Imitation

What is a Leitmotif?

A Leitmotif is a theme that plays for certain characters and places within Program music, this term is also used in Film Music.

What is quotation in music?

Quotation is where you take sections of music and weave them into your composition.

What is Imitation?

Imitation is where non-musical sounds are mimicked by musical instruments. For example, using a Xylophone for skeletons dancing.

Week 5

Questions

<https://www.bbc.co.uk/programmes/articles/1rpRf1Q7cK683F9LlwqTb5x/in-the-hall-of-the-mountain-king-by-edvard-grieg>

- **Tempo:** the speed at which a piece of music is played
- **Dynamics:** the volume of the sound or of a note
- **Incidental music:** background music to a story or a play
- **Soundtrack:** a recording of the music to accompany a film (or similar)

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