

Area of Study 4



Film
Music



Suggested Use of this SOL

This scheme of learning is intended to be homework-based and uses the flipped learning concept.

Students are given the question or research sheet which includes the relevant link and QR code to the matching video on the virtual textbook to complete at home.

The following lesson, students are given the exemplar version (purple answers) and peer mark their answers. This can lead to teacher input and discussion. I normally show the video again at the start of this lesson.

Their answers combined with the exemplar version form a revision resource – so next lesson students are given the exam question or test that follows and again mark it against the mark scheme. Some of the questions may seem repetitive, this is intentional to help with recall. The vast majority of questions are not official – I have created them based on what I have seen in past and specimen listening papers, feel free to tweak as you like. A few questions are from old spec listening papers if they are still relevant.

Unlike AoS 2, 3 and 5 there are no Kahoots for this unit. Because this unit is more about applying listening skills than terminology, an extra exam question is included for each set of tasks. Multiple choice questions do after all have their limits of usefulness!

I stack the tasks, so lesson 1 will be task 1 given out, lesson 2 will be task 2 given out plus the marking of task 1, lesson 3 will be task 3 given out, peer marking of task 2 and exam question on task 1 and so on.

The scheme is designed to have little or no formal teacher marking, it relies on peer and self assessment – hence the mark schemes.

At the end of the scheme there are PLCs to check learning. I keep mine quite snappy, some may wish to expand these.

Finally, there's a page of cutout stickers for all the videos in this area – it's intended for students to stick these in their books for future reference.

Sometimes I make reference to the DIMPRATTTTS method, this is simply a memory mnemonic to ensure that students mention everything they should: Dynamics, Instruments, Melody, Rhythm, Articulation, Tempo, Texture, Tonality, Structure – DIMPRATTTTS.

PLEASE NOTE: as the majority of my YouTube videos contain copyrighted material, they may be blocked from playing on mobile devices.

AoS 4 – Film Music

1. Leitmotifs

<https://youtu.be/XacNZ5fRBuI>



1. What is a leitmotif?
2. Give an example of a leitmotif being used to represent a character.
3. Why is repetition used in leitmotifs? [2]
4. Name the three film composers referenced in the video. [3]
5. Give an example of a leitmotif that represents a group of characters.
6. What effect do leitmotifs have on the watcher of a film?
7. Give an example of a leitmotif that hints at what is to come in a film.
8. Give an example of a leitmotif being used to represent an idea.
9. How are pop songs often used in films?
10. Give an example of a pop song that also appears in a film.
11. Give an example of a character singing their own leitmotif.
12. Why are pop versions of movie songs sometimes produced?

[15 marks]

AoS 4 – Film Music

1. Leitmotifs

<https://youtu.be/XacNZ5fRBuI>



1. What is a leitmotif? A musical idea used to represent a character or object.
2. Give an example of a leitmotif being used to represent a character. James Bond theme.
3. Why is repetition used in leitmotifs? [2] To create tension and to tie bits of films together.
4. Name the three film composers referenced in the video. [3] John Williams, Howard Shore, James Horner
5. Give an example of a leitmotif that represents a group of characters. Concerning Hobbits
6. What effect do leitmotifs have on the watcher of a film? They help to show which characters are involved with the story at any one moment.
7. Give an example of a leitmotif that hints at what is to come in a film. Anakin's Theme/Imperial March.
8. Give an example of a leitmotif being used to represent an idea. The Force Theme – Star Wars
9. How are pop songs often used in films? To help with publicity.
10. Give an example of a pop song that also appears in a film. My Heart Will Go On.
11. Give an example of a character singing their own leitmotif. Elsa – Let it Go.
12. Why are pop versions of movie songs sometimes produced? To help the songs appeal to younger audiences.

[15 marks]

Exam-Style Question 1

This question is taken from Area of Study 4 – Film Music. You will hear an extract of music played 3 times.

a) This piece of music contains a famous example of a leitmotif. Describe what a leitmotif is. [1]

e) The very end of the extract represents an important moment on screen. Give two ways in which the composer has built up to this moment. [2]

b) Underline the term that best describes the tonality of the piece. [1]

Major

Minor

Atonal

f) Suggest a suitable composer for the piece. [1]

c) How many beats in bar are there? [1]

[9 marks]

d) Give three features of the music that help to keep the listener on edge. [3]

Exam-Style Question 1

MARK SCHEME

(Music – Jaw Theme - <https://www.youtube.com/watch?v=IV8i-pSVMaQ&t=50s>)

Question	Marks Available
a)	A musical idea used to represent an object, idea or character in a story. Allow anything that connects music and storytelling. [1]
b)	Minor [1]
c)	4 (accept 2) [1]
d) Award one mark for each accurate statement.	Periods of silence. Low pitch. Accents/stabs. Ostinato (allow repetitive). Dissonance. Credit minor tonality if not already awarded in b). [3]
e) Award one mark for each accurate statement.	Increase in dynamics. More instruments added/texture thickens. Higher pitch instruments added. [2]
f)	John Williams or any other <u>film</u> composer. [1]

Exam-Style Question 2 - Comparison Question

This question is taken from Area of Study 4 – Film Music. You will hear 2 extracts of music played twice each, A and B. Both of these extracts help to tell the story of the same magical bird.

a) Extract A introduces the character of the bird. Give two features of the music that connect it to the magical bird. [2]

b) The main melody in extract A is played by the lower strings and which woodwind instrument? [1]

c) Extract B happens later and represents the bird going up against a powerful evil creature. Give three musical features that help to show that the action on screen involved evil. [3]

d) In the middle of extract B, the original theme from extract A returns. Give three ways in which the composer has altered the theme to show that the bird has triumphed over the evil creature. [3]

[9 marks]

Exam-Style Question 2

MARK SCHEME

(Music – Fawkes the Phoenix - <https://www.youtube.com/watch?v=WPjBnBdq5Os>)

Question	Marks Available
a) Award one mark for each accurate statement.	Birdsong - oboe and flute motifs/melodies. Magic – harp strums/celeste. Dissonance suggests unusual bird. Crescendo suggests Phoenix rising. Credit any other accurate musical statement relating to birds/magic. [2]
b)	Flute [1]
c) Award one mark for each accurate statement.	Minor tonality, increased dissonance, accented notes, increased dynamic. Repeated chords (allow reference to pecking). [3]
d) Award one mark for each accurate statement.	Melody now played by trumpets. Thickened texture. Increased dynamic. Return to major key (allow resolution). Extra decoration. [3]

AoS 4 – Film Music

2. Atmosphere

<https://youtu.be/yVVg-95K2nc>



1. Who wrote the music for Jurassic Park?
2. What is underscore?
3. How do composers get their music to line up with the action in a film?
4. Name three film composers referenced in the video. [3]
5. In the video, some film clips are played with the wrong music. Give two musical elements that have been altered to change the atmosphere.
6. Give an example of how a composer can place a film's setting in a specific time.
7. Give an example of how a composer can place a film's setting in a specific place.
8. Give two examples of how a composer can make a film seem different or alien. [2]
9. What is it about 633 Squadron's music that shows the watcher they are watching the heroes? [2]
10. How does Hans Zimmer make it less clear who the good guys are in the Gladiator battle scene? [2]

[15 marks]

AoS 4 – Film Music

2. Atmosphere

<https://youtu.be/yVVg-95K2nc>



1. Who wrote the music for Jurassic Park? **John Williams**
2. What is underscore? **Where music accompanies dialog quietly underneath.**
3. How do composers get their music to line up with the action in a film? **Technology – Logic etc.**
4. Name the four film composers referenced in the video. [4] **John Williams, John Barry, Jerry Goldsmith, Hans Zimmer**
5. In the video, some film clips are played with the wrong music. Give two musical elements that have been altered to change the atmosphere. **Tonality, tempo, dynamics, articulation**
6. Give an example of how a composer can place a film's setting in a specific time. **Use music from that time e.g. Footloose – 1980s music.**
7. Give an example of how a composer can place a film's setting in a specific place. **Use music from that place e.g. African music in Out of Africa.**
8. Give two examples of how a composer can make a film seem different or alien. [2] **Strange use of instruments. Irregular structure. Sudden dynamic changes.**
9. What is it about 633 Squadron's music that shows the watcher they are watching the heroes? [2] **Major tonality, triumphant brass.**
10. How does Hans Zimmer make it less clear who the good guys are in the Gladiator battle scene? [2] **Minor tonality, edgy ostinatos.**

[16 marks]

Exam-Style Question 3

This question is taken from Area of Study 4 – Film Music. You will hear an extract of film music played 3 times.

a) Name the instrument that plays the opening melody. [1] to ensure that everything fits the film?[1]

g) Suggest a suitable composer for the music. [1]

b) Name one percussion instrument heard in the extract. [1]

c) Some of this music is played underneath dialog. Give the correct term for this. [1]

[9 marks]

d) How many beats are there in each bar? [1]

e) Give three features of the music which help to

Exam-Style Question 3

MARK SCHEME

(Music – Jurassic Park, Journey to the Island - <https://www.youtube.com/watch?v=ghKy8FRhs28>)

Question	Marks Available
a)	Trumpet [1]
b)	Timpani/kettle drums, cymbals [1] NOT just drums
c)	Underscore [1]
d)	4 [1]
e) Award one mark for each accurate statement.	Major tonality. Use of brass. Use of percussion. Loud dynamics. Accented notes. Triumphant melody. Credit any correct musical response relating to excitement. [3]
f)	DAW (digital audio workstation). [1]
g)	John Williams. Credit any <u>film</u> composer.

Exam-Style Question 4

This question is taken from Area of Study 4 – Film Music. You will hear an extract of music played 3 times. This music represents an alien planet.

a) Give three features of the music that make it sound alien. [3]

d) Suggest a possible composer for the extract. [1]

b) Name three conventional instruments heard in the extract. [3]

[9 marks]

c) Give two ways in which technology has been

Exam-Style Question 4

MARK SCHEME

(Music – Planet of the Apes, Main Title <https://www.youtube.com/watch?v=a1rq6NoddX0>)

Question	Marks Available
a) Award one mark for each accurate statement.	Alterations of instruments (piano). Extended silences. Unpredictable entries. Irregular phrases. Dissonance/unconventional harmony. [3] Credit any correct musical statement that connects to atmosphere.
b) Award one mark for each accurate statement.	Piano, horn, percussion (credit drums), harp (allow <u>pizzicato</u> strings), flute. [3]
c) Award one mark for each accurate statement.	Reverb, delay, synthesizer (allow electronic instruments)
d)	Jerry Goldsmith (credit any <u>film</u> composer)

AoS 4 – Film Music

3. Diegetic Music

https://youtu.be/N0zU7E_-5qo



1. What is extra-diegetic music?
2. What is diegetic music?
3. Give an example of diegetic music.
4. Give an example of the lines between diegetic and extra-diegetic music becoming blurry.
5. Who wrote the original music for the Hunger Games?
6. Give an example of silence being used to enhance the impact of music.
7. Whose life does Amadeus document?
8. Give an example of classical music being used in a film soundtrack.
9. Why did Stanley Kubrick use dance music in 2001 A Space Odyssey?
10. Give an example of classical music inspiring a film.

[10 marks]

AoS 4 – Film Music

3. Diegetic Music

https://youtu.be/N0zU7E_-5qo



1. What is extra-diegetic music? Music that cannot be heard by the characters.
 2. What is diegetic music? Music that can be heard by the characters and affects the plot.
 3. Give an example of diegetic music. Katniss singing in Hunger Games.
 4. Give an example of the lines between diegetic and extra-diegetic music becoming blurry. When diegetic music is picked up into the soundtrack.
 5. Who wrote the original music for the Hunger Games? James Newton-Howard.
 6. Give an example of silence being used to enhance the impact of music. The silence after the power plant explosion in Hunger Games.
- Wolfgang Amadeus Mozart
2. Give an example of classical music being used in a film soundtrack. Shawshank Redemption, 2001 A Space Odyssey.
 3. Why did Stanley Kubrick use dance music in 2001 A Space Odyssey? To represent the spacecraft dancing in space.
 4. Give an example of classical music inspiring a film. Disney Fantasia.

[10 marks]

1. Whose life does Amadeus document?

Exam-Style Question 5

This question is based AoS 4 – Film Music. You will hear this extract played twice.

You will hear this extract played **twice**.

This extract was written in 1942 for a film about a man who designed an aeroplane.

The extract has two sections. The first section describes the man feeling sad. The second section describes the building of the aeroplane.

(i) Give **four** features in the **first** section of the music that help to describe the man feeling sad.

1

2

3

4

[4]

(ii) Give **three** features in the **second** section of the music that help to describe the building of the aeroplane.

1

2

3

[3]

Exam-Style Question 5

MARK SCHEME

(Music – First of the Few, Walton <https://youtu.be/TNDb07-d1UE>)

B354

Mark Scheme

June 2016

Question			Answer	Marks	Guidance
1	(b)	(i)	VIOLIN (1); SOLO(+1); LEGATO (1); VIBRATO (1); SLIDE / GLISSANDO (1); HIGH (1); QUIET / GENTLE / MOURNFUL (1); SLOW (1); FREE TEMPO / RUBATO (1); FEW INSTRUMENTS / THIN TEXTURE(1); OBOE / HARP / VIOLINS / STRINGS (1); LONG NOTES / SUSTAINED (1); CHORDS / HARMONY (ACCOMPANIMENT) (1); COUNTER MELODY (1); MINOR / CHROMATIC / DISSONANT (1); RISING PHRASES (1); THAT FALL AT THE END (+1)	4	NB: Must be 'violin' not 'violins' or 'strings' for <u>melody</u> Not: 'sad' Allow: 'very slow'
		(ii)	FAST(ER) (1); LOUD(ER) (1); FAST NOTES / QUAVERS / SEMIQUAVERS (1); STARTS IN UNISON (1); IMITATIVE / FUGAL (1); COUNTER MELODIES (1); THICK(ER) TEXTURE / MORE INSTRUMENTS (1); STRINGS (OR NAMED STRING INSTRUMENTS) (1); OBOE/CLARINET/BASSOON/HORN/TIMP/BASS DRUM(1); ACCENTS (1); OFF-BEAT (ACCOMPANIMENT) (1); STACCATO / SHORT NOTES / DETACHED (1); PIZZICATO (1); CRESCENDO (1); LOW(ER) (1); ASCENDING / DESCENDING / SCALIC (1); SEQUENCES (1); MAJOR (1)	3	Not: 'polyphonic' Allow: 'texture gets thicker' Not: 'syncopation'

Exam-Style Question 6

This question is based AoS 4 – Film Music. You will hear this extract played four times.

- a) In this part of the question the quality of your written communication will be taken into account. This extract from a film soundtrack conveys feelings of loneliness in a little boy. Write a paragraph, using sentences, explaining how the music helps to describe these feelings. You may wish to refer to instruments, rhythm, melody, texture or any other features that are relevant. [8 marks]

- b) Give two ways in which technology might have been used to enhance the music. [2 marks]

Exam-Style Question 6
MARK SCHEME
 (Music – Gladiator <https://youtu.be/oXw2pburZhs>)

B354

Mark Scheme

June 2011

Question		Answer	Marks	Levels of response
2	(a)	<p>FREE RHYTHM; SLOW; QUIET; MANDOLIN / GUITAR; TREMOLANDO; HIGH; FLUTE / PIPE MELODY; REPEATED NOTES; BENDS NOTES; ORNAMENTS / GRACE NOTES / 'TWIDDLES' ; LONG SUSTAINED NOTES / CHORDS / DRONE (THROUGHOUT); UNDERNEATH; LOW; BARE INTERVALS; MODAL / MINOR; CLASHES / DISSONANCE / ATONAL; GETS A LITTLE LOUDER AND QUIETER; 'VOCAL' SOUNDS; THIN TEXTURE; LEGATO / SMOOTH; FLUTE / PIPE PLAYS AGAIN; NEW TUNE COMES IN AT THE END (MAJOR)</p> <p>Very bare so it sounds like it is in the middle of nowhere. One solo flute / pipe to represent the boy. High because he is young. Haunting and sad. The pipe and bends make it sound oriental. The long notes make it sound lonely.</p>	8	<p>Content Answers must show a level of understanding with links. There must be specific music detail to gain more than 4 marks. A 'shopping list' will not access more than 4 marks. Musical responses that have no links will not access more than 5 marks.</p> <p>Levels of response Candidates will score as follows:</p> <p>7-8 marks: A good range of points and links are made from the indicative content, showing a good level of understanding. There must be evidence of chronology to access this band of marks. The response is expressed clearly, using appropriate terminology with accurate spelling, punctuation and grammar.</p> <p>4-6 marks: Several points are made from the indicative content showing some understanding with supporting links. The response shows some organisation and structure but may contain some errors of spelling, punctuation and grammar.</p> <p>1-3 marks: A limited number of points are made from the indicative content. The response lacks organisation, structure and accuracy of spelling, punctuation and grammar.</p> <p>0 marks: No response or no response worthy of credit.</p>

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Mark Scheme

June 2011

Question		Answer	Marks	Levels of response
	(b)	<p>(VERY LOW) MOTOR / ELECTRONIC SOUND (1); ECHO / REVERB (1); PANNING (1); SYNTHESISER (1); SAMPLING (1); MULTI-TRACKING (1); MIXED (1); EDIT (1)</p>	2	<p>Not just 'effects' Not 'layering' Not 'keyboard'</p>

Exam-Style Question 6

Exemplar Answer

(Music – Gladiator <https://youtu.be/oXw2pburZhs>)

Green shows a musical point being made – lifted from DIMPRATTTS.

Blue shows how that musical effect is used to create the feeling of loneliness.

Pink shows specific terminology use.

Notice how the colours go green, blue, green, blue etc. make a musical point then say what effect it has on the music – a bit like PEE paragraphs. Notice also how each pair of points (blue/green) has some terminology to back it up:

The dynamics of the piece are calm and quiet (perhaps **piano** or even **pianissimo**), suggesting that the boy is on his own with not much happening around him. The **solo** pipe used for the melody has a **high-pitched** sound suggesting that the boy is very young and alone, **low pitch** is generally used for male characters. The pipe sounds quite oriental with **pitch bends** and lots of **decorative** notes and uses a **modal** scale. This could suggest that the boy is from somewhere distant. The other sounds are difficult to isolate, there are lots of held notes, which also contribute to the **sparseness of the texture** and add to the lonely feel. It is difficult to find a **pulse** so the music feels slow, again suggesting emptiness.

AoS 4 – Film Music

4. Tension

https://youtu.be/as_FkQenP-8



1. Give the five features used in Halloween's title track to create tension. [5]
2. Explain each of these five features. [5]
2. What type of music do sci-fi films typically use and what features of this music do they make use of? [3]
3. What is a jumpscare and how is music used to create the effect? [2]
4. How can leitmotifs be used to add tension?
5. How can music be used to create a false sense of security?

[18 marks]

1. Who wrote the music for Halloween?

AoS 4 – Film Music

4. Tension

https://youtu.be/as_FkQenP-8



1. Give the five features used in Halloween's title track to create tension. [5] **Ostinato, Long notes, increasing dynamics, unusual sounds, dissonance**
1. Explain each of these five features. [5]
Ostinato = repeating patterns
Long notes create tension because you're not sure when they will end
Increasing dynamics build up to big events
Unusual sounds (like the ticking in the Halloween theme) make the listener unsure
Dissonance is created by notes that don't fit together – it puts you on edge.
3. Who wrote the music for Halloween? **John Carpenter**
4. What type of music do sci-fi films typically use and what features of this music do they make use of? [3] **Electronic music – heavy bass and drums.**
5. What is a jumpscare and how is music used to create the effect? [2] **A moment that makes the audience jump. The dynamics are normally low right before one so the jump stands out.**
6. How can leitmotifs be used to add tension? They can be altered (perhaps made minor) to show something has changed.
7. How can music be used to create a false sense of security? **Music can be left major or cheerful right before something goes wrong so that it is more unexpected.** [18 marks]

Exam-Style Question 7

This question is based AoS 4 – Film Music.

You will hear **two** extracts of music from the same film. They describe an evil character who is in charge of an army. Extract A is taken from the beginning of the film when he is successful. Extract B occurs towards the end of the film when things have gone badly for him.

Extract A followed by Extract B will be played **three** times.

Comparison questions.

- (a) Suggest a composer for this film music.

..... [1]

- (b) Underline the type of ensemble that is playing this music.

String quartet

Jazz group

Orchestra

Brass band

[1]

- (c) The following features are heard in the introduction of either Extract A or Extract B. Write A or B in **each** box to indicate in which **introduction** each feature is heard.

(i) A timpani roll

(ii) Ostinato rhythm

(iii) A *forte* dynamic throughout

(iv) Very high pitched sounds

[4]

Exam-Style Question 7

This question is based AoS 4 – Film Music.

- (d) Using the grid below, give differences and/or similarities for each feature as it is used in both extracts **after** the introductions.

(i) The tempo		[2]
(ii) The melody (you may refer to: instruments, shape and the way the melody is used)		[6]
(iii) The accompaniment		[4]

Exam-Style Question 7

MARK SCHEME

(Music – Darth Vader Comparison https://youtu.be/DjbepVLjb_Q)

B354

Mark Scheme

June 2016

Question		Answer	Marks	Guidance
5	(a)	JOHN WILLIAMS	1	Or any other suitable film music composer
	(b)	Orchestra	1	3 rd answer
	(c)	(i) B (ii) A (iii) A (iv) B	4	
	(d)	(i) 'A' IS (MUCH) FASTER (2); 'A' IS MODERATELY FAST / FAST (1); 'B' IS SLOW / VERY SLOW (1); 'A' IS MORE REGULAR (2); 'A' IS STEADY / CONSTANT (1); 'B' FLUCTUATES / HAS PAUSES (1);	2	NB: Must refer accurately to <u>both</u> extracts for full marks Not: 'very fast' 'A' bpm is 100-110 'B' bpm is 50-70 Not: 'free tempo' not 'rubato'
	(d)	(ii) 'A' IS CONTINUOUS (1); 'B' FRAGMENTED / GAPS / PAUSES (1); BOTH USE BRASS / WOODWIND (2); THE MELODY IS THE SAME / SIMILAR (2); 'B' IS LOWER (AT BEGINNING) (2); BOTH ARE IN A MINOR KEY (2); THEY BOTH USE CHROMATIC NOTES (2); THEY ARE BOTH ANGULAR / HAVE LEAPS (2); THEY ARE BOTH IN OCTAVES / UNISON (2); BOTH HAVE SEQUENCES (2); 'A' DETACHED / STACCATO / SHORT NOTES (1); 'B' SUSTAINED / LEGATO / LONG NOTES (1); 'A' IS (VERY) LOUD (1); THROUGHOUT (+1); 'B' <u>STARTS</u> LOUD (1);	6	NB: Must refer accurately to <u>both</u> extracts for full marks Not: 'B has rubato / free tempo' No credit for any reference to tempo Credit that: In 'A' Woodwind are <u>added</u> to the Brass and in 'B' Woodwind <u>replace</u> the Brass. (This answer would be worth 4 marks) Credit any accurate description of the melodic shape Accept: "'A' is more staccato' / "'B' is more legato' (2) Allow: 'Both are loud at the start'

Exam-Style Question 7

MARK SCHEME

(Music – Darth Vader Comparison https://youtu.be/DjbepVLjb_Q)

B354

Mark Scheme

June 2016

Question		Answer	Marks	Guidance
		'B' GETS QUIETER (1); BOTH HAVE ACCENTS (2)		Cannot allow: 'Both loud'
(d)	(iii)	'A' IS (VERY) LOUD (1); THROUGHOUT (+1); 'B' STARTS LOUD (1); 'B' GETS QUIETER (1); BOTH HAVE ACCENTS (2) 'B' IS MORE DISSONANT (2); 'A' IS MORE STEADY (2) (if not credited in (d)(i)); BOTH ARE MINOR (2) (if not credited in (d)(ii)); 'B' HAS A WIDER /MORE EXTREME PITCH RANGE (2); 'A' DETACHED /STACCATO / SHORT NOTES (1); 'B' SUSTAINED / LEGATO (1); EXTRACT A: THE SAME AS THE INTRODUCTION (1); OSTINATO / REPEATED (1); THROUGHOUT (+1); PERCUSSION / STRINGS (1); MILITARY / MARCHING STYLE (1); RISING NOTES / CHORDS (AT END OF PHRASES) (1); EXTRACT B: BRASS / STRINGS (1); LONG NOTES (1); LOW NOTES (1); HIGH NOTES (1); ANGULAR / LEAPS (1); TREMOLO (1); <i>fp</i> (1)	4	NB: Must refer accurately to <u>both</u> extracts for full marks Additional marks can be awarded for specific detail that is given regarding how the instruments are played No credit for any reference to fast/slow tempo No comparison between 'thick/thin texture' Allow: "A' stays the same", "B' changes" for 2 marks Credit any accurate description of the ostinato (Not 'roll') Max.1 mark for accurate identification of instrumentation Allow: 'drum' Max.1 mark for accurate identification of instrumentation Allow: 'Brass in 'B' not in 'A'" for 2 marks Allow: 'Percussion in 'A' not in 'B'" for 2 marks

Exam-Style Question 8

This question is based AoS 4 – Film Music. You will hear this extract played four times.

- a) In this part of the question the quality of your written communication will be taken into account. This extract from a film soundtrack is supposed to make the listener feel anxious and scared. Write a paragraph, using sentences, explaining how the music helps to create these feelings. You may wish to refer to instruments, rhythm, melody, texture or any other features that are relevant. [9 marks]

Exam-Style Question 8

Mark Scheme (Music – Halloween <https://www.youtube.com/watch?v=amZQdMtjNA8>)

Answer	Guidance
<p>LONG NOTES DISSONANCE/DISSONANT/CLASHING OSTINATO (ALLOW REPETITIVE) FORTE (ALLOW LOUD) PIANO ELECTRONICS/TICKING UNNATURAL SOUNDS THINK TEXTURE</p>	<p>NOT <u>VERY</u> LOUD</p> <p>FOR MORE THAN 6 MARKS THERE MUST BE MORE THAN COMMENTARY.</p>

Exam-Style Question 8

Exemplar Answer

(Music – Halloween <https://www.youtube.com/watch?v=amZQdMtjNA8>)

The theme is very repetitive - there is a driving **ostinato** in the piano. This **ostinato** changes its starting note sometimes, making the music unpredictable like the movie will be. There are some unnatural/electronic sounds as well (the ticking in the background) which make the listener unsure because they cannot quite place the sounds. There are long held **bass notes**, these create tension because the listener isn't sure when they will finish. These notes are also quite **dissonant**, which is often associated with evil. The texture is quite thin, suggesting emptiness.

Green - musical point

Blue - the effect that this has (using the 'so what?' method)

Pink - musical terminology

AoS 4 – Film Music

5. Computer Game Music

<https://youtu.be/aXnxGDxtff4>



1. What was the first game to have gameplay music and in what year was it released? [2]
 2. What does monophonic mean?
 3. Why did early computer game music have to be so simple?
 4. What does polyphonic mean?
 5. What year did Mario launch?
 6. What important development did Mario's music include?
 7. When did cutscenes appear?
 8. What does synthesized mean?
 9. Give the features of Halo's score that are similar to film music. [2]
 2. What are sampled instruments?
 3. Give an example of a game that uses samples and real instruments.
 4. What is a DAW? Why are DAWs important for film and game music?
 5. Give two examples of games which use real orchestras for their soundtracks. [2]
 6. What is the job of an orchestrator?
 7. How does the composer for the Assassin's Creed games help to place the game's location? [2]
 8. Name the composer of the Halo series. [1]
- [21 marks]

1. Give one essential purpose of game music not needed in film music.

AoS 4 – Film Music

5. Computer Game Music

<https://youtu.be/aXnxGDxtff4>



1. What was the first game to have gameplay music and in what year was it released? [2] *Space invaders - 1978*
2. What does monophonic mean? *One line of music only*
3. Why did early computer game music have to be so simple? *Lack of computer memory*
4. What does polyphonic mean? *Several/Many lines of music*
5. What year did Mario launch? *1985*
6. What important development did Mario's music include? *Different music for different levels and parts of the game*
7. When did cutscenes appear? *1990s*
8. What does synthesized mean? *Sounds produced completely electronically*
9. Give two features of Halo's score that are similar to film music. [2] *Driving polyrhythms, long note, included leitmotifs*
10. Give one essential purpose of game music not needed in film music. *To keep the player playing*
11. What are sampled instruments? *Electronic instruments created by recording notes from real instruments*
12. Give an example of a game that uses samples and real instruments. *Skyrim*
13. What is a DAW? Why are DAWs important for film and game music? *Digital Audio Workstation, they help to make sure everything fits*
14. Give two examples of games which use real orchestras for their soundtracks. [2] *Halo and Assassin's Creed*
15. What is the job of an orchestrator? *To create the fully orchestrated version of the composer's mock-up*
16. How does the composer for the Assassin's Creed games help to place the game's location? [2] *The game's soundtrack uses Arabic musical features such as the singer and the sparse accompaniment*
17. Name the composer of the Halo series. *Martin O'Donnell*

[20 marks]

Exam-Style Question 9

This question is based AoS 4 – Film Music. You will hear this extract played four times. This music is taken from an action-heavy, first-person-shooter computer game.

a) The piece opens with a leitmotif used in the whole of the game series. What is a leitmotif? [1]

b) This leitmotif represents a highly religious race of aliens. How has the composer shown this in the leitmotif? [1]

c) How many beats in a bar are there? [1]

d) This soundtrack uses all real instruments. Give the name for electronic instruments that are recorded from real instruments. [1]

e) Give the name for instruments that are completely electronic. [1]

f) Give three features of the music which suggest an action game. [3]

g) Suggest a suitable composer for this piece. [1]

[9 marks]

Exam-Style Question 9

MARK SCHEME

(Music – Halo Reach Main Title - <https://www.youtube.com/watch?v=Hr6dlbhLKdk>)

Question	Marks Available
a)	A musical idea used to represent a character, object or idea.
b)	Chanting – sounds like monks/religious music.
c)	4 (do <u>NOT</u> accept 2)
d)	Samples/sampled instruments
e)	Synthesized
f) Award one mark for each correct answer.	Fast tempo. Heavy use of brass. Heavy use of percussion. Polyrhythms.
g)	Martin O’Donnell (credit any <u>game</u> composer)

Exam-Style Question 10

This question is based AoS 4 – Film Music. You will hear this extract played four times.

- a) In this part of the question the quality of your written communication will be taken into account. This extract from a computer game soundtrack where it plays over the loading screen. Write a paragraph, using sentences, explaining how the music helps to set the scene for what is to come. You may wish to refer to instruments, rhythm, melody, texture or any other features that are relevant. [9 marks]

Exam-Style Question 10
Mark Scheme (Music – GTA 5 Loading Screen -
<https://www.youtube.com/watch?v=EwMjazrwPak>)

Answer	Guidance
<p>(GRADUAL) CRESCENDO SYNTHESIZERS/ELECTRONICS/DRUM MACHINES REVERB THICK TEXTURE/POLYPHONIC DISSONANCE POLYRHYTHM IRREGULAR UNPREDICTABLE</p>	<p>ACCEPT GETS LOUDER</p> <p><u>NOT SAMPLES</u></p> <p>FOR MORE THAN 6 MARKS, MORE THAN COMMENTARY IS NEEDED, THE EFFECT(S) OF THE MUSIC MUST BE MENTIONED.</p>

Exam-Style Question 10

Exemplar Answer

(Music – GTA 5 Loading Screen - <https://www.youtube.com/watch?v=EwMjazrwPak>)

There is a gradual crescendo all the way through the music, this helps to build expectation of what is to come. At the very start, the music is barely audible, which makes the game player listen more carefully. The music uses synthesizers, including heavy use of drum machines, which makes it feel like 1980s music. This could suggest that the game is set in the 1980s or is connected with the 1980s. The texture of the music is quite complex, almost polyphonic, with lots of ideas going on at once. This could suggest a busy city. The harmony is quite dissonant, which could suggest that the game's setting is dangerous.

Green – musical point from listening.

Blue – a 'so what?' point telling us what effect the music has.

Pink – terminology to demonstrate high level understanding.

KS4 Music AoS 4 – Film Music – PLC

NAME:		
DATE:		
Success Criteria	9-1 Score	Evidence
1. I can define, give examples of and say how composers use Leitmotifs.		
2. I can discuss and give examples of how pop songs are used in films and games.		
3. I can discuss and identify through listening how music is used to create atmosphere in films.		
4. I can discuss how composers use music to place the time and/or setting of a film or game.		
5. I can discuss and identify through listening how composers make film and/or game music sound alien.		
6. I can explain the difference between diegetic and extra-diegetic music and give examples of both.		
7. I can discuss and give examples of how Classical music has been used in film soundtracks.		
8. I can give examples of and identify through listening how composers create tension in film/game music.		
9. I can discuss how specific composers create computer game music and how this music has developed over time.		

AOS4

Leitmotifs

<https://youtu.be/XacNZ5fRBul>

Atmosphere

<https://youtu.be/yVVg-95K2nc>

Diegetic Music

https://youtu.be/N0zU7E_-5qo

Tension

https://youtu.be/as_FkQenP-8

Computer Game Music

<https://youtu.be/aXnxGDxtff4>

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