To identify that computers can be used to play sounds of different instruments

To experiment with musical patterns on a computer

To use a computer to create a musical pattern

To use a computer to compose a rhythm and a melody on a given theme

To use a computer to play the same music in different ways (e.g. tempo)

To use a computer to play sounds on a computer

To compare playing music on instruments with making music on a computer

To compare playing music on instruments with making music on a computer

To evaluate a musical composition created on a computer

To improve a musical composition created on a computer

Key:

Concept

Skill

Links:

Direct prerequisite

Scaffolding not direct prerequisite

Resources are updated regularly - the latest version is available at: the-cc.io/curriculum.

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