

Video Game Composer

Suggested Lesson Overview

Sessions	Tasks	Resources
1	Introduce the role of a video game composer. (Slide 2 &3) Highlight the aims of the unit of work and the tasks learners will be completing. There are links to Anthem Gateway Careers Webpage to support initial introductions. (Slide 4) – After exploring the role ask learners to discuss what the role of a video game composer is and what type of skills are needed to be good at the job. (Slide 5 and Worksheet page 1) A listening challenge where learners explore different Video game themes/ leitmotifs. (These can be chosen by the teacher and adapted to the interest of learners or focus of the work). The activity encourages learners to explore different instruments and sounds as well as practice their use of musical terminology linked to tempo.	PowerPoint Presentation. Worksheet 1 Chosen songs to inspire discussion in pupils. Playing links available on Anthem Website to show aspects of the role of a workshop leader. Whiteboards for notes in discussions.
2	How is music used in games? Listening challenge –(Slide 6 and Worksheet 2) Learners will explore three different pieces of music created for different video games. They will need to make suggestions as to what type of game they think it is best suited for and then explain why using the musical elements to help them. This work can link to the idea of theme music and leitmotifs. (Slide 7) Asks pupils to explore Leitmotifs for video game and film characters. This could be done with practical work where pupils perform famous leitmotifs for different video game characters.	PowerPoint Presentation. Worksheet 2 Access to research tools Whiteboards for notes in discussions.

3	Exploring simple Leitmotifs. (Slide 8 and Worksheet 3) This challenge asks learners to use instrument skills to learn to play three different leitmotifs (one for a hero character/ one for a villain and one for a small animal.) They have to work out which leitmotif works best and why? This could lead to discussion about why the leitmotifs are effective for the chosen characters, what works well and what learners would do to improve the ideas.	PowerPoint Presentation. Worksheet 3 Keyboard instruments Whiteboards for notes in discussions.
4 Onwards	Creating a Leitmotif for a video game character. (Slide 10) Opening discussion based on work completed with the previous performance challenges about what makes an effective leitmotif. Work towards building a set of success criteria for their composition. (What is there employer looking for?) (Slide 11 and Worksheet 4) Rhythm line planning for opening idea. This is a space to plan rhythms and the beginning of pitch for learners as they work on an idea. (Slide 12 and Worksheet 5) Shows the layout of a worksheet that encourages the use of treble clef notation to plan an idea. These can be used as part of the planning process for the leitmotif and then allows the freedom for you to use software available to create the leitmotif.	PowerPoint Presentation. Worksheet 4 and 5 Keyboard instruments/ other instruments Whiteboards for notes in discussions

