

Vocabulary

Bar – A small section of music containing the correct number of beats according to the time signature.

Coda - Another word for ending.

Drone - One long continuous sound (usually a low note).

Leitmotif - A short fragment of music used to describe a character, place, emotion etc.

Ostinato - A repeating pattern

Tuned percussion - percussion instruments that can play different pitches – xylophones, glockenspiels, chime bars etc.

Untuned percussion - percussion instruments that can only make a limited number of sounds – drums, shakers, claves, tambourines.

The Firebird (Finale) – Igor Stravinsky

How can music tell a story?



About the composer:



Igor Stravinsky was born in Russia in 1882. From a very young age, Igor knew he wanted to be a musician when he grew up. Stravinsky in fact grew up to be one of the most important and influential composers of the 20th Century. He was also a bit of a musical chameleon, changing his musical style every few years to fit each new challenge.

Later in his life he wrote music that sounded like it had come from centuries before (neo-classical) and at the end of his life in 1971 he was in Hollywood, writing the occasional film score in between living the life of a celebrity.

Prior learning

Work in KS1 on untuned percussion and rhythm, listening to and appraising a variety of classical music, playing tuned and untuned percussion in the Wider Opps

Interesting ideas:

A leitmotif allows a composer to create a certain 'theme' for a character, place or emotion. This can help the composer to convey the story they are trying to tell, as each time the motif is played, then audience know which character place or emotion is being discussed. Have a go at creating a theme for a character of your choice.

Useful links:

Follow this link to listen to 'The Firebird (Finale)' by Igor Stravinsky.

<https://www.bbc.co.uk/teach/ten-pieces/classical-music-primary-igor-stravinsky-firebird-ks2/zbsf3k7>