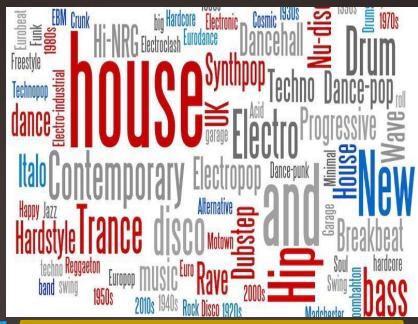
Year 8 – Summer 1 – Dance Music

Key components

Continuous beat Fast tempo 120-170 bpm Strong bass Repetitive





<u>Jsing Cubase create a dance</u> rack with typical features

- Four to the flooi
- Fast tempo choose bpm
- Off beat hi hat
- Increase / Reduce texture
- Breakdown
- Repeating riffs / loops
- Effects

Key vocabulary

Loops – Repeated short sections of music (similar to riffs)

Samples – Preexisting music used to create a new piece of music

Breakdown – Part of the track where the texture is sparse

Four to the floor – Four bass drum beats per bar

BPM – Beats per minute (House 120bpm, jungle 170bpm)

Reverb – An effect putting the music in a space (small room/large hall)

Synthesizer – Keyboard which creates electronic sounds.