

SOUND – KEY TERMS



Term	Definition
Non-diegetic sound	Sound which cannot be heard by the characters in the performance – e.g. music
Diegetic sound	Sound which can be heard by the characters in the performance – e.g. speech
Microphone	Used to amplify sounds such as voices or musical instruments
Sound mixing desk	Used to control the sound, with controls such as volume
Amplifier	Projects the sound to a speaker
Active speaker	A speaker with an amplifier built into it
Passive speaker	A speaker which needs to be plugged into an amplifier to work
Soundscape	The overall sound mood or atmosphere when all the ideas have been put together
Amplifier	Makes sound louder
Levels	How loud or quiet a sound is (volume)
Echo	When a sound is repeated
Fade	When a sound gets quieter
Cross-fade	When one sound merges into another

Sound is used to:

- create mood or atmosphere
- establish the themes or message of the piece
- establish time and location

Write out some of your own examples of diegetic and non-diegetic sound in the boxes below.

Diegetic Sounds
Example - doorbell

Non-Diegetic Sounds
Example - heartbeat effect





SOUND QUIZ



Fill in the answers to this quiz.

- What type of sound is the sound of cars passing by outside the building in a scene? (Circle answer)
 Diegetic Sound Non-Diegetic Sound
- What type of speaker has an amplifier built-in? _____
- What is another word for 'volume'? _____
- What does an amplifier do? _____
- What needs to be plugged into a speaker for it to work? _____
- If music is playing in a scene then gets progressively quieter until it stops, what is this called? (Circle one)
 Cross-fade Fade Echo

Creating a Sound Design

Now you know the technicalities of using sound in performance, try out some of your own ideas for sound design.

- In the boxes below, choose 4 different locations for scenes to take place and an event that might happen there.
- Note down anywhere that you would add sound into the scene
For example: adding the sound of birds to a scene which is outdoors, using music for a scene transition, playing sound effects when characters enter or exit

Event in scene:

Sound ideas: _____

Event in scene:

Sound ideas: _____

Event in scene:

Sound ideas: _____

Event in scene:

Sound ideas: _____





Notation (Due w/b 26/1/26)

Key words:

- Composer** - Someone who creates and writes music
- Beat** - The regular pulse of the music
- Rhythm** - Long and short notes put together to create a pattern
- Pentatonic scale** - A set of 5 notes
- Bar** - A segment of music that holds a certain number of beats
- Time signature** - The number of beats in a bar
- Sibelius** - computer programme that we use to notate music
- Notating** - writing down the music on the staff

Pentatonic Scale

C D E G A

Note values

= 2
 = 1
 = 1

Home Learning - Read and use the information on the left side of the sheet to answer the questions. You will be tested on this next lesson.

1	What is the name for the computer programme that we use to notate music?	
2	What does a time signature tell us?	
3	How many notes does a Pentatonic scale have?	
4	What does 'notating' mean?	
5	What is the name for someone who writes music?	
6	What word means the regular pulse of the music?	
7	What word means 'long and short notes put together to create a pattern'?	

On the staff below, put the notes of the Pentatonic Scale in the correct place on the staff and draw a treble clef at the start of the staff:

C D E G A

In the boxes below, write your own 4 bar rhythm, making sure every bar adds up to 4 beats

4				
4				

