# Music Lab Tutorial Mapping (Secondary)

## Overview & Mapping – Programme of Study (Computing)

| Part | Tutorial Aim | Programme of Study for Computing statements |
|---|---|---|
| 1 | Instruction | N/A |
| 2 | Play a sound | 3.1, 3.3, 3.6 |
| 3 | Play More Sounds | 3.1, 3.3, 3.6 |
| 4 | Repeat a sound – instruction | |
| 5 | Repeat | 3.1, 3.3, 3.6 |
| 6 | Play Together – Instruction | |
| 7 | Play Together | 3.1, 3.3, 3.6 |
| 8 | Functions – Instruction | |
| 9 | Functions (create and use a function to use) | 3.1, 3.3, 3.6 |
| 10 | Play Live Music | |

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|---|---|---|
| 11 | Play Live (use a trigger to start playing things live whilst music runs) | 3.1, 3.3, 3.6 |
| 12 | Compose Your Own Melody (use a play notes block to make a tune) | 3.1, 3.3, 3.6 |
| 13 | Customize a Melody (Create different tunes using a play note block) | 3.1, 3.3, 3.6 |
| 14 | Customize a drum Beat (Use the play drums block to create a custom drum pattern) | 3.1, 3.3, 3.6 |
| 15 | Complete tutorial and start to use the app. | |

## Overview & Mapping – Teach Computing Curriculum Year 9 Programming Unit

| Label | Teach Computing Curriculum Statement | Covered in Music Lab | Music Lab Specific |
|---|---|---|---|
| PS | Use an IDE to write and execute a Python program. | N/A | |
| PS | Locate and correct common syntax errors. | N/A | |
| CS | Call functions and use the results they return in expressions. | Parts 8,9 | |
| PS | Use variables to keep track of information. | N/A | |
| PS | Trace through branches and loops and sketch state. | N/A | |

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|---|---|---|---|
| CS | Use selection (if) to control the flow of program execution. | Part 10, 11 | |
| DTAS | Create lists and access individual elements | N/A | |
| PS | Trace through programs that manipulate lists. | N/A | |
| DTAS | Perform common operations on lists. | N/A | |
| DTAS | Access individual string elements (characters). | N/A | |
| CS | Use iteration (while) to control the flow of program execution. | Parts 4,5 | |
| DTAS | Perform common operations on strings. | N/A | |
| PS | Use variables to keep track of counts. | Part 5 | |
| PS | Trace through programs that iterate over sequences using for. | N/A | |
| CS | Use iteration (for) to iterate over lists. | N/A | |
| PS | Use variables to keep track of sums. | N/A | |
| PS | Combine features to develop solutions to meaningful problems. | Parts 1,2,3,4,5,6,7,8,9,10,11,12,13,14 | |
| CS | Use iteration (for) to iterate over strings. | N/A | |
| | | Parts 2,3,5,7,9,11.12,13,14 | Use Block Based IDE to create programmes |
| | | Part 13 | Use Play Notes Block to compose a melody. |
| | | Part 14 | Use Play Drums block to create a drum pattern. |
| | | | |

PS = Programming Skills

CS = Control Structures

DTAS = Data Types and Structures