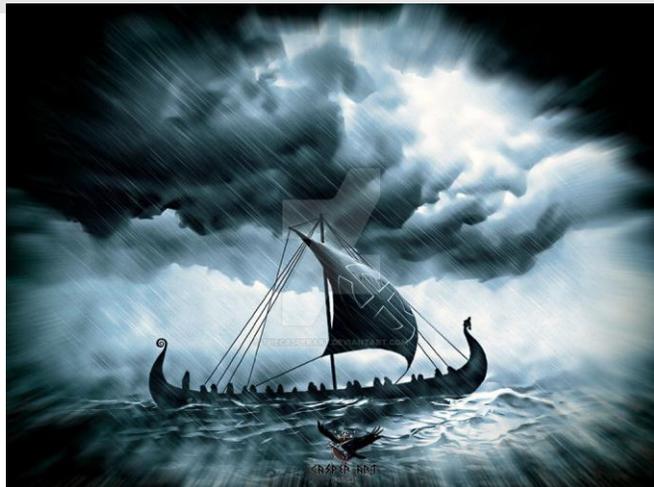


The Storm is an interlude of instrumental music played by an orchestra written by English Composer Benjamin Britten. Britten lived in Suffolk, he walked along the sea shore everyday and saw the sea in all it's different moods. The Storm is his musical portrayal of the sea. You can hear the crashing of the waves and the roaring of the wind and rain, but also later in the piece the sun appearing through the clouds and the waves calming. Vikings were seafarers who also knew the sea in all it's moods. We will use Britten's piece as a starting point to create our own piece of Viking sea journey music depicting sea monsters, Viking raiders and calm homecomings.



Checklist for a successful composition:	
Structure	Does the music fit together to tell a story? Is there a clear opening, middle and ending? Are any of the motifs or musical ideas repeated?
Dynamics	Choose your volumes carefully for each section of your piece. Will you change suddenly or gradually from one volume to another?
Timbre	Which instruments or combination of instruments will work best in each section? Britten chose the harp to represent the sun breaking through the clouds, and trumpets to imitate the raging storm.
Tempo	Choose a steady speed for your piece that allows all players to keep to the pulse and play together. Does the tempo change at any point e.g. slow down towards the end?

Syncopation:

We're all used to finding the pulse or beat of a piece of music but sometimes melodies or rhythms don't fall on the strong beats of the bar. Instead they are played or sung on the weak beats or 'off beats'. This is called Syncopation. It is common in Latin music, jazz or funk. It makes for complex, intricate rhythms which add interest and excitement to a song.



Glossary:
Coda - another word for ending.
Pitched Percussion - percussion instruments that can play different pitches – xylophones, glockenspiels, chime bars etc
Tune or Melody- A linear line of notes that makes a satisfying musical shape
Unpitched Percussion - percussion instruments that can only make a limited number of sounds – drums, shakers woodblocks, tambourine etc
Structure – the order of melodies or musical ideas within a piece.