Creating your EDM Song
TOP TIPS

- Use a Four-to-the-floor drum beat
- Think about structure, include break down and build up sections
- Use Drum Rolls to help your build up sections
- Make sure the drop is the catchy part of the song.
- Use synths to write catchy melodies and riffs
- Layer up each section
- Stick to a genre/style

EDM Timeline

1940s & 50s Post WW2 electronic music became significantly more important with the invention of the Magnetic Tape Machine

1960s/70s Bob Moog created the first commercial Modular Synthesizer and Portable Synthesizer.

1970s Disco emerged using elements of Electronic Instruments

1980s 'Techno' and 'House' emerged from Detroit, Chicago.

1980s The invention of the Digital Sampler

1980s/90s Second Summer of Love, Ibiza and Raves.

1990s Criminal Justice Act of 1994 prohibiting outside large gatherings.

EDM (ELECTRONIC DANCE MUSIC)

Sample – Piece of music that is borrowed from an existing song

Synthesiser – electronic musical instrument producing a wide variety of sounds

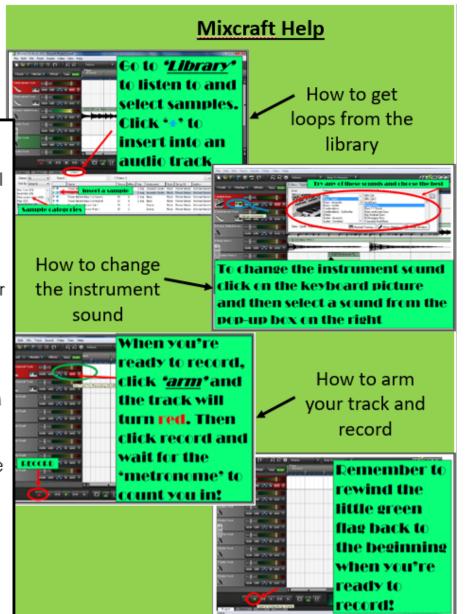**Effects** – Used to alter how the audio sounds.

The Drop – Refers to the hook or main chorus of the song.

Riff –repeated pattern or melody

Drum Roll – a series of **drum** beats that follow each other so closely that they make a continuous sound.

Four to the floor – bass drum being played on every beat of the bar

Beats per minute –how fast the music is playing

Remixing – make a new version of a song by mixing parts together.

Mixcraft Help

Go to **'Library'** to listen to and select samples. Click '●' to insert into an audio track

How to get loops from the library

Try any of these sounds and choose the best

To change the instrument sound click on the keyboard picture and then select a sound from the pop-up box on the right

How to change the instrument sound

When you're ready to record, click **'arm'** and the track will turn red. Then click record and wait for the 'metronome' to count you in!

How to arm your track and record

Remember to rewind the little green flag back to the beginning when you're ready to record!

Composing Rehearsal Log

Date	What have you learnt? What improvements have you made?	Verbal Teacher / Peer Feedback What help / support did you get?	Target for next lesson What do you want to achieve next lesson? Look at PLC.

Understanding EDM Music

What does EDM stand for?...

What styles of music come under EDM?...

Features of EDM Music

Unscramble the Key Words associated with EDM… (The Red letter is the first letter of each word)

SAPLME**S**   Y**S**HNTSERISE   HE**T** **DO**PR   C**E**FFEST   FI**R**F   MUR**D** LLO**R**

OUR**F**-O**T**-HE**T**-OROL**F**   EAST**B** RE**P** NU**M**TIE

Write the Key Words in the table below

What is the typical structure of EDM music? ....

What is included in the A section? ....

What is included in the B section? ....

What is the C section? ....

→

Sample		Piece of music that is borrowed from an existing song
Synthesiser		Used to alter how the audio sounds.
The Drop		A repeated pattern or melody.
Effects		Refers to the hook or main chorus of the song. Includes upbeat drum grooves and catchy synth riffs.
Riff		Electronic musical instrument producing a wide variety of sounds.
Drum Roll		A way of knowing how fast the music is playing by counting the BPM.
Four-to-the-floor		The bass drum or kick drum being played on every beat of the bar.
Beats Per Minute		A series of drum beats that follow each other so closely that they make a continuous sound.

DO NOW – Match up the different sections of the EDM songs to the meanings

Intro		Ramps up the energy to prepare the listener for the drop. Common techniques in build ups include rising pitch synths and drum rolls.
Breakdown		This is the catchy part of the song and arguably the most important section. The drop is the energetic high point of the song and should have upbeat drum grooves and catchy synth riffs.
Build up		The bass drum or kick drum being played on every beat of the bar.
The Drop		Parts of the song drop out (sometimes drums) and builds anticipation for the listener.
Section C		This section is different to Section A and B and is a great way to add a little variety to your song to keep it from getting boring.
Drum Roll		Introduction to the song with a basic kick drum beat to set the tempo.

EDM Music

B	D	N	E	R	T	S	M	R	E	S	L	M	N
E	N	P	K	I	H	U	F	R	W	M	A	T	S
A	I	U	S	F	R	N	H	O	Y	M	N	S	R
T	P	D	R	F	H	F	E	T	R	T	W	L	U
S	N	L	E	E	I	S	R	I	S	R	O	L	F
P	L	I	S	M	R	U	N	E	O	R	D	O	E
E	W	U	I	S	A	M	P	L	E	E	K	R	E
R	O	B	S	M	T	P	E	M	R	B	A	M	R
M	E	W	E	O	R	T	N	I	D	M	E	U	D
I	N	N	H	R	S	I	O	L	O	E	R	R	T
N	N	L	T	E	F	F	E	C	T	S	B	D	R
U	D	M	N	L	A	S	S	I	S	U	N	E	M
T	R	L	Y	P	T	S	O	N	E	A	D	A	P
E	U	L	S	E	P	O	R	D	E	H	T	D	N

BUILD UP
SYNTHESISER
SAMPLE
THE DROP
BREAK DOWN
INTRO
BEATS PER MINUTE
EFFECTS
DRUM ROLL
RIFF

Fact Retrieval

What does EDM stand for? [1 mark]	What is a Riff? [1 mark]	What are the three main parts of the drum kit? [3 marks]
What part of the drum kit plays four to the floor? [1 mark]	What is a Synthesiser and give an example? [2 marks]	What are the four types of Guitar? [4 marks]
Name three famous EDM artists we have learnt about this half term? [3 marks]	What is a sample? [1 mark]	What is the difference between a riff and a hook? [2 marks]

Last week	Last month	Way back!

Total points   /18

Learning Question	Success Criteria	Achieved?
Week 6 **EDM Composition** What is EDM Music?	As: Develop a completed musical idea to demonstrate an awareness of key features in EDM. Use some appropriate sounds.	
	En: Develop complex musical ideas to demonstrate awareness of the key features in EDM. Select appropriate timbres and rhythms.	
	Ac: Develop complex and appropriate musical ideas to demonstrate understanding of key features in EDM. Using imaginative rhythms and complex melodies	
	As: Show **basic** use of Mixcraft with a combination of pre-recorded loops and at least one of your own recorded creative ideas	
	En: Show **good** use of Mixcraft with a combination of pre-recorded loops and your own ideas and recordings.	
	Ac: Show excellent use of Mixcraft with a combination of pre-recorded loops and your own creative ideas and recordings	
	As: Compose a piece that makes use of different sections and a sense of structure	
	En: Complete a composition appropriate to the brief, with different sections and a sense of structure	
	Ac: Complete a composition appropriate to the brief, with clear, well arranged sections and structure	
	As: Write and record ideas for bass or synth riffs, displaying an understanding of Texture, Tempo and Dynamics.	
	En: Write well-constructed melody lines/riffs. Show a clear awareness of Texture, Tempo and Dynamics	
	Ac: Write well-constructed melody lines/riffs. Show a clear awareness and effective use of Texture, Tempo and Dynamics	
	As: Complete some basic mixing of your piece adjusting individual track volumes, panning individual tracks (left or right).	
	En: Competently mix your track within Mixcraft, making good use of volume faders, mix placement and basic effects. (reverb, distortion, delay).	
	Ac: Select and apply mixing techniques (EQ, compression, reverb, delay) well, to improve your mix	

Peer Comment: WWW & EBI: (use the success criteria above to help you)