Unit 3 Mini-Task: Melody

Over the course of this unit, we’ve talked about what a melody is and how to compose one. Now, we’ll do a deeper dive into how melody interacts with rhythm by using both Soundtrap and EarSketch.

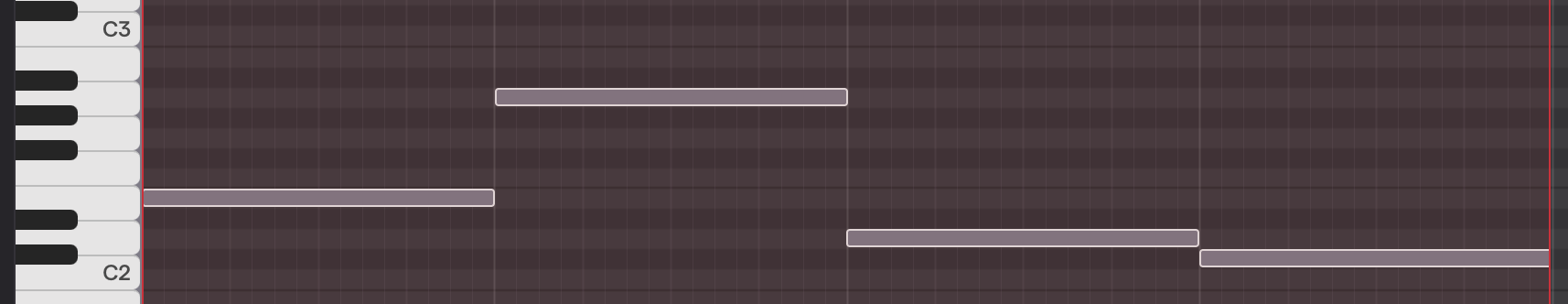
Your challenge is to create 3 variations of a short melody in Soundtrap that you will import into EarSketch. Melodies 2 and 3 should follow a similar chord progression to Melody 1. Afterwards, you will add each of the melodies, one after the other, over the drum beat you made using makeBeat() in Unit 2’s mini-task. You will then observe how changing note values and pitches can change the feeling of a song even when the underlying drum beat is the same.

[EarSketch script template](https://earsketch.gatech.edu/earsketch2/?sharing=29QGy4D96AvGDN0u7OsLBQ)

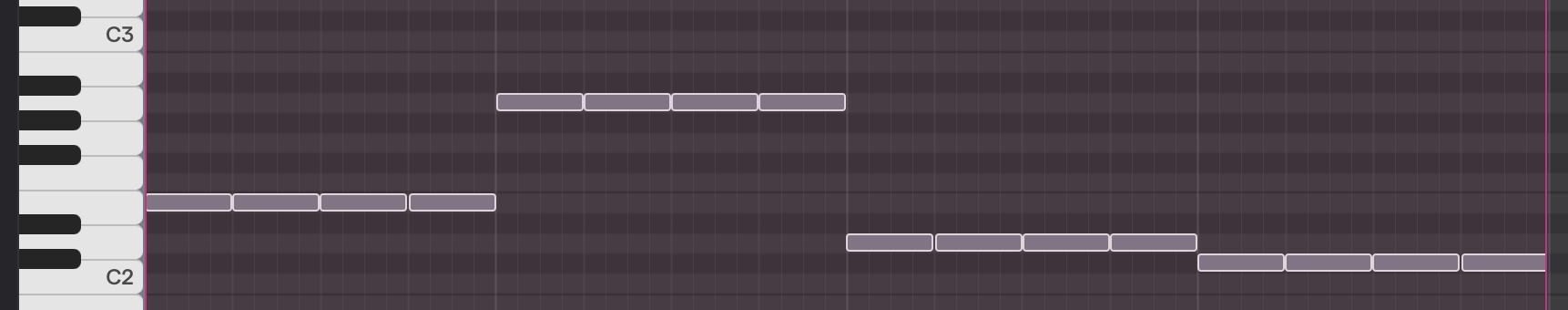
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| --- | --- |
| Melody Requirements | EarSketch Requirements |
| * Each melody must be 4 measures long and the same tempo * Use only the white keys to compose (ask teacher for direction if you want to use a different key) * Melody 1 should use only whole notes * Melody 2 should use only quarter notes * Melody 3 should use a variety of note values (eighth, quarter, half, etc.) | * The script should use the same tempo as your melodies * Assign each imported melody to a variable * Use your looped drum beat from the Unit 2 mini-task * Use fitMedia() to add your imported melodies to 3 separate tracks * Use the **mute** button on each track to play each melody along with the drum beat |

Example:

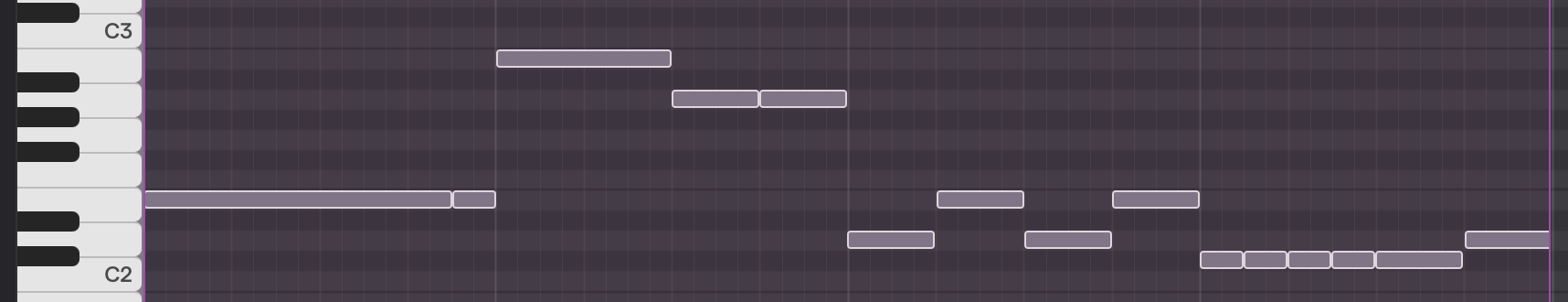
Whole note melody



Quarter note melody



Mixed note value and pitch melody



* Notice in melody 3 that, even though there are some new pitches being played compared to melody 1 and 2, the overall progression is the same (E→A→D→C#)

In your melodies, try to stick to the same overall progression so that you can better observe how the change in note duration affects the feel of the melody.