



# MUSIC

YEAR

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## Autumn Term

### Complete AoS 4

Fusion and bhangra. Recap Africa. Further analysis of Badinerie

### COMPOSITION

Review and hand in of free comp  
Introduce composition to a brief

### PERFORMING

Solo recordings final  
Mock ensemble recordings

## Spring Term

Study AoS2 Music for Ensemble. Study AoS3 Film Music; The use of Special Effects in film music

### COMPOSITION

Review and hand in Composition to a brief

### PERFORMING

Final ensemble recordings

## Summer Term

Final revision and preparation for the listening exam

## Autumn Term

### Dimensions for music for AoS 1

Music Theory development. Coverage of Musical Periods. Intro to AoS1: Forms & Devices with terminology. Study Badinerie by J.S.Bach

### COMPOSITION

Basics of composing and musical software

### PERFORMING

Ensemble practice. Solo performances should be discussed individually with students

## Summer Term

### AoS 3: Film Music

Film Music composing tasks  
The relationship between the story and the music. Consolidation of set works from this academic year

### COMPOSITION

'Free' Composition

### PERFORMING

Solo and ensemble. Mock performances to take place

## Spring Term

### AoS 4: Popular Music

Appraising; more challenging aural and theory work  
Introduction to Africa: Toto (released 1982)

### AoS 2: Music for Ensemble

Compose using chords & melody  
Develop aural skills to identify elements

### COMPOSITION

'Free' Composition

### PERFORMING

Solo Performances

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## Unit 4: Introduction to songwriting

Students will identify different musical features in different arrangements of a popular song. They will understand the importance of form and structure and the typical chord progression used in a Popular Song. They will compose as part of a group, part of a popular song such as a chorus with some sense as to how the different textural layers fit together and applying the four chord structure.

## Unit 5: Band skills - advanced performance

Students will demonstrate secure ensemble and rehearsal skills. They will work cooperatively as part of a group and make decisions related to the dimensions of the music to enhance the overall performance. Students will show competent skills on their chosen instrument and will perform with a sense of style and good accuracy and fluency.

## Unit 3: Advanced Film Music and composition

Students will know and understand some of the purposes of film music and understand how theme songs lead to the popularity of films and film music. They will aurally identify a range of different types of film music to match a suitable film genre. They will use storyboards and/or cue sheets to plan a film music soundtrack and be able to apply simple composition techniques to create a atmosphere / emotion.

## Unit 2: Form & Structure in music

Students will identify how different types of music structure can make it easier for the listener to remember musical material. They will understand basic musical forms and structures. They will perform and create simple pieces within given musical structures using pitch note letter names. They will identify repetition and recurring sections when listening to a range of music from different times and places.

## Unit 1: Blues Music

Students will recognise Blues music as distinct from other genres/styles of music and identify some features of Blues. They will perform a bass line using the single notes of C, F & G to the 12-Bar Blues chord sequence. They will improvise using some of the notes of the blues scale. They will perform either the bass line or chords and improvise using the notes of the blues scale in a group performance.

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## Unit 4: Off-beat – Exploring Reggae

Students will explore and identify the different textural layers in Reggae music including bass riffs, chords and melodic hooks. They will take part in a Reggae performance showing a clear sense of style.

## Unit 5: Music Technology focus – music for video games

Students will describe basic points within a game when music is used. They will create a basic character motif with some awareness in the sense of style. They will create and present an original piece of computer or video game music containing some basic sound effects and a character motif.

## Unit 3: Minimalism

Students will understand basic features of minimalist techniques such as repetition. They will perform and compose a basic ostinato motif and adjust to create a new pattern. They will aurally identify and understand basic minimalist techniques such as repetition and looping and recognise certain sounds as electronic/synthesised.

## Unit 2: Advanced Keyboard - simple chords and melodies

Students will explore performance pieces requiring extended hand position and inclusion of the left hand playing simple chords with accuracy and fluency. They will be able to identify notes of the treble clef with confidence.

## Unit 1: Exploring rhythm and pulse through Samba

Students will explore a variety of different rhythms and understand their importance in Samba music and be able to play simple and more complex rhythms in a group.

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## Unit 4: Introduction to band skills Guitar/Ukulele

Students will learn and understand the layout of the instrument and be able to play simple chords / riffs in time with others.

## Unit 5: Descriptive Music

Students will understand how music can enhance a film and know the basic techniques used in film music to create an atmosphere and apply these in a simple way to composition.

## Unit 3: Keyboard skills – Introduction to note reading

Students will learn basic keyboard skills such as the five finger position and the layout of the keyboard and be able to play simple pieces. They will know basic keyboard technique including 5-finger position and be able to perform a range of pieces reading some of the notes of the treble clef,

## Unit 2: Soundscapes

Students will explore practically the dimensions of music to develop knowledge of how they can be used to create an atmosphere. They combine the dimensions of music to create an intended effect through practical exploration focusing on tempo, texture and timbre.

## Unit 1: Dimensions of music through performance

Students will describe how dimensions of music are used when listening to and appraising a wide range of music. They consider how these dimensions are applied in performance work.

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