

# Year 9

# Subject: Music

	Unit of work & brief outline of what will be covered.	Key Objectives – what will students learn	Assessment
1	<p>Composition using Logic Pro X Pupils learn how to compose music using state of the arts software Logic Pro X. The Focus will initially be on arranging and included the use of software loops to create the work.</p> <p>Practical Music Y9 – Boulevard of Broken Dreams &amp; Someone Like You Pupils learn instruments which include acoustic guitar, ukulele, keyboard, electric bass, drums and singing. There is a strong emphasis on independent learning with the teacher facilitating progression.</p>	<p>Pupils understand the software functions needed to create music using loops. Pupils understand how to create new music using loops that matches a criteria such as mood music and styles of music.</p> <p>Pupils enhance their practical musical ability in terms of technique, expression and confidence. Pupils experience ensemble performance in a safe environment.</p>	<p>All student work is saved on individual imacs and listened to/assessed by the teacher.</p> <p>Keyboard skills are assessed as a whole class activity, and other instrumental skills are assessed during group practice.</p> <p>All pupils are assessed by the teacher at some points during each term and students are taught audience skills and the importance of providing positive feedback alongside possible improvements to work.</p>
2	<p>Music in Video Games The unit begins by looking at Character Themes in computer and videogame music before pupils move on to explore ways in which Character Themes can be developed and changed for different atmospheres and scenarios within computer and video games</p> <p>Practical Music Y9 - Hallelujah Pupils learn instruments which include acoustic guitar, ukulele, keyboard, electric bass, drums and singing. There is a strong emphasis on independent learning with the teacher facilitating progression.</p>	<p>Pupils understand the various ways in which music is used within a range of computer and video games from different times. Pupils understand the importance of sound effects and how these are used at certain cues to enhance gameplay within a computer or video game</p> <p>Pupils enhance their practical musical ability in terms of technique, expression and confidence. Pupils experience ensemble performance in a safe environment.</p>	<p>All pupils are asked to contribute to class discussion. End of term written assessment.</p> <p>All pupils are assessed by the teacher at some points during each term and students are taught audience skills and the importance of providing positive feedback alongside possible improvements to work.</p>

## HIGHGATE WOOD SCHOOL: CURRICULUM MAP FOR KEY STAGE 3

	<b>Unit of work &amp; brief outline of what will be covered.</b>	<b>Key Objectives – what will students learn</b>	<b>Assessment</b>
1	<p><b>Film Music and Background Music</b> Pupils explore the decisions and challenges a composer of film music faces. Leitmotifs are an important aspect of film music and pupils explore how composers have used these to represent certain characters and situations within films and how, through the manipulation of the elements of music, these can be changed to suit different on-screen situations.</p> <p><b>Practical Music Y9 – Californication &amp; Thinking out Loud</b> Pupils learn instruments which include acoustic guitar, ukulele, keyboard, electric bass, drums and singing. There is a strong emphasis on independent learning with the teacher facilitating progression.</p>	<p>Pupils understand the challenges of a film composer. Pupils develop understanding of Leitmotifs. Pupils develop understanding of importance of mood in music.</p> <p>Pupils enhance their practical musical ability in terms of technique, expression and confidence. Pupils experience ensemble performance in a safe environment.</p>	<p>Pupils are given listening and written tasks to develop their musical vocabulary. All pupils are asked to contribute to class discussion.</p> <p>Instrumental skills are assessed during group practice. All pupils are assessed by the teacher at some points during each term and students are taught audience skills and the importance of providing positive feedback alongside possible improvements to work.</p>
2	<p><b>Composing to a Film Clip</b> Pupils learn how to compose music to a 2 minute film clip using Logic Pro X. Focus is on use of appropriate apple loops and sound effects, placement in time with video and automation of dynamics.</p> <p><b>Practical Music Y9 – Wonderwall &amp; Lovely Day</b> Pupils learn instruments which include acoustic guitar, ukulele, keyboard, electric bass, drums and singing. There is a strong emphasis on independent learning with the teacher facilitating progression.</p>	<p>Pupils understand how to select and place music that matches the mood of a scene. Pupils understand how to place music and sound effects in time with a video clip. Pupils understand how to automate dynamics using Logic Pro X.</p> <p>Pupils enhance their practical musical ability in terms of technique, expression and confidence. Pupils experience ensemble performance in a safe environment.</p>	<p>All student work is saved on individual imacs and listened to by the teacher. End of term composition assessment.</p> <p>All pupils are assessed by the teacher at some points during each term and students are taught audience skills and the importance of providing positive feedback alongside possible improvements to work.</p>

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	<b>Unit of work &amp; brief outline of what will be covered.</b>	<b>Key Objectives – what will students learn</b>	<b>Assessment</b>
1	<p><b>Electronic Music</b> Pupils explore the development of the synthesizer from early 19<sup>th</sup> century to today. Pupils also learn about the development of electronic music as a result of the invention of the synthesizer, drum machine and the digital audio interface.</p> <p><b>Practical Music Y9 – Sitting of the Dock of the Bay</b> Pupils learn instruments which include acoustic guitar, ukulele, keyboard, electric bass, drums and singing. There is a strong emphasis on independent learning with the teacher facilitating progression.</p>	<p>Pupils develop understanding of the history of synthesizers. Pupils develop understanding of electronic music.</p> <p>Pupils enhance their practical musical ability in terms of technique, expression and confidence. Pupils experience ensemble performance in a safe environment.</p>	<p>Pupils are given listening and written tasks to develop their musical vocabulary. All pupils are asked to contribute to class discussion.</p> <p>Instrumental skills are assessed during group practice. All pupils are assessed by the teacher at some points during each term and students are taught audience skills and the importance of providing positive feedback alongside possible improvements to work.</p>
2	<p><b>Composing using Chords</b> Pupils learn how to compose music using chords to create a 4-8 bar harmonic structure. Pupils learn how to both record chords into Logic Pro X and how to click in chords using the mouse.</p> <p><b>Practical Music Y9 – Enjoy the Silence</b> Pupils learn instruments which include acoustic guitar, ukulele, keyboard, electric bass, drums and singing. There is a strong emphasis on independent learning with the teacher facilitating progression.</p>	<p>Pupils understand how to record chords into Logic Pro X. Pupils understand how to click in notes belonging to chords using the mouse.</p> <p>Pupils enhance their practical musical ability in terms of technique, expression and confidence. Pupils experience ensemble performance in a safe environment.</p>	<p>All student work is saved on individual imacs and listened to by the teacher. End of term composition assessment.</p> <p>All pupils are assessed by the teacher at some points during each term and students are taught audience skills and the importance of providing positive feedback alongside possible improvements to work.</p>