

| Term   | <b>YEAR 7 MUSIC INTENT:</b><br>To build a foundation of transferable key skills and knowledge through Music                                                                                                                                    | <b>YEAR 8 MUSIC INTENT:</b><br>To build a foundation of transferable key skills and knowledge through Music                                                                                                                                                                                                                                    | <b>YEAR 9 MUSIC INTENT:</b><br>To build a foundation of transferable key skills and knowledge through Music                                                                                                                                                                                                                                                                                                                                                                             |
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| Term 1 | <b>THE ELEMENTS OF MUSIC</b><br>Developing students' understanding of the elements of music. Students will apply their understanding through singing, creating and performing a selection of music ranging from Classical to popular.          | <b>ANALYSING POP SONGWRITING</b><br>An exploration of what makes a song. Students will analyse a popular song. They will then explore the components of harmony, riffs, rhythm, bass and melody. Students will perform <i>Seven Nation Army</i> while also learning keyboard, guitar, vocal and drumming skills.                               | <b>MUSIC FOR FILM</b><br>Students will build on their introduction to Music for Media by exploring the specific techniques used by film composers. The role of the pianist in silent films and the importance of music to convey action and emotions. The use of instrumentation and the elements of music when creating a film theme.                                                                                                                                                  |
| Term 2 | <b>THE ELEMENTS OF MUSIC</b><br>Developing, creating and performing skills using the elements of music as a starting point.                                                                                                                    | <b>ANALYSING POP SONGWRITING</b><br>Students will apply the compositional and sonic features used in songwriting to create their own Christmas song.                                                                                                                                                                                           | <b>MUSIC FOR FILM</b><br>An extension to the learning carried out during Year 8 of Music for Media. Students will create the underscore for a film scene clip to match the on-screen action, applying film composing techniques using GarageBand.                                                                                                                                                                                                                                       |
| Term 3 | <b>FUNDAMENTAL KEYBOARD SKILLS</b><br>An introduction to keyboard skills. Students learn to read notation, accurately locate notes in C position and correct playing technique. Beethoven's <i>Ode to Joy</i> is studied to introduce harmony. | <b>WORLD MUSIC EXPLORATION</b><br>Study of aspects of salsa and tango, identifying the son clave rhythm and typical instrumentation. Explore the rhythms in both salsa and tango.                                                                                                                                                              | <b>THE SOUND OF 90'S GRUNGE</b><br>An exploration of the instrumental techniques, texture and structure in 90s grunge. Building on previous popular songwriting skills, analysing techniques. Students will create an authentic drum groove, which they will develop using stylistic fills to create variation. Students will use power chords to create riffs and arrange ideas using verse/chorus structure, exploring the use of texture and timbre to create contrast and interest. |
| Term 4 | <b>FUNDAMENTAL KEYBOARD SKILLS</b><br>Continuation of keyboard skills, adding ensemble playing of two parts in pairs with chords and bass part. Finally, apply skills to a two-part arrangement of <i>Jingle Bells</i> .                       | <b>WORLD MUSIC EXPLORATION</b><br>Develop creativity and mixing styles by creating an arrangement of <i>Coldplay clocks</i> using salsa rhythms.                                                                                                                                                                                               |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |
| Term 5 | <b>FUNDAMENTALS OF GARAGE BAND- DRUMS</b><br>An introduction to using GarageBand by learning basic drum grooves. Students learn how to input rhythms using a MIDI keyboard and how to quantise.                                                | <b>MUSIC FOR MEDIA, GAMING</b><br>An introduction to Music for media. Students will explore the idea of character <i>Leitmotif</i> and the use of timbre and texture to create characters and themes for games, for clips from video games by studying <i>Plants and Zombies</i> . Explore the use of storyboarding to create music for media. | <b>ELECTRONIC DANCE MUSIC</b><br>An introduction to creating a remix. Students will learn the components of EDM. They will create a drum groove and bass to remix Dvorak's <i>Largo</i> from <i>The New World Symphony</i> . Students will continue to develop their remix using timbre and texture, adding synth pad chords to create an EDM remix.                                                                                                                                    |
| Term 6 | <b>FUNDAMENTALS OF GARAGE BAND- DRUMS</b><br>Continuation of developing DAW skills and exploring how to create synthesised drum sounds and variation in a groove.                                                                              | <b>MUSIC FOR MEDIA, GAMING</b><br>Students will develop their understanding by creating a character leitmotif and theme for a game idea of their own.                                                                                                                                                                                          |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |