

# Year 9 Music Curriculum Overview

HALF TERM 1	
<p><b>Musical Structures: Theme and variations</b></p>	<p><b>Pupils will learn/be able to:</b></p> <ul style="list-style-type: none"> <li>• Understand Variation Form as a type of musical Form and Structure.</li> <li>• To develop a knowledge and understanding of how the Elements of Music can be used and manipulated as a basic form of musical variation to an existing theme or melody.</li> <li>• To identify and discuss the use of variation techniques in a variety of different styles of music.</li> <li>• Compose their own set of variations based on a given 'Theme'</li> </ul>
HALF TERM 2	
<p><b>History of popular music (1960 – 1990s) Ensemble skills</b></p>	<p>This scheme aims to give pupils an introduction to popular music from the 1960's through to the 1990's. They will develop an understanding of the changes that took place through the decades, not only musically, but historically which sets the context for the music.</p> <ul style="list-style-type: none"> <li>• They will listen to a wide variety of music, including Rock and Roll, Motown, Disco, Hard Rock, Brit Pop and many more genres and use the Musical Elements to describe the changes.</li> <li>• They will choose pieces of music from one or more of the decades and create a performance on keyboards/ukuleles.</li> </ul>
HALF TERM 3	
<p><b>What makes a good song?</b></p>	<p>This scheme introduces songwriting.</p> <p><b>Pupils will learn/be able to:</b></p> <ul style="list-style-type: none"> <li>• Understand pop song structures.</li> <li>• Explore Hooks/Riffs, Structure, Melody and Lyrics through listening and analysis and performing parts of each song as short musical arrangements.</li> <li>• Understand and use the different musical information given on a lead sheet in creating a Musical Arrangement of a Popular Song.</li> <li>• Develop their rehearsal and ensemble skills.</li> </ul>
HALF TERM 4	
<p><b>Sequencing using DAW</b></p>	<p>Pupils will use computer sequencing software to learn how to create digital dance music. They will learn about the origins of House music and its cultural significance.</p> <p><b>Pupils will learn/be able to:</b></p> <ul style="list-style-type: none"> <li>• Identify how musical elements are being used in several pieces of House music.</li> <li>• Add drum, bass and chord tracks and understand how to create loops.</li> <li>• Understand and add audio samples to their work.</li> <li>• Create different sections, arrange the track and mixdown to produce the final audio track.</li> </ul>

**HALF TERM 5****Music in the Media: video game music**

In this scheme pupils will learn how music can enhance the visual images and dramatic impact of film and can reflect the emotional and narrative messages of the drama.

**Pupils will learn/be able to:**

- Understand the various ways in which music is used within a range of computer and video games from different times.
- Understand, describe and use common compositional and performance features used in computer and video game music.
- Understand how to vary, adapt and change a melody (character theme) for different atmospheres/scenarios.
- Understand the importance of sound effects and how these are used at certain cues to enhance gameplay within a computer or video game

**HALF TERM 6****Music in the Media: Film Music**

Following on from video game music we look at film music and the similarities and differences to the film genre.

**Pupils will learn/be able to:**

- How film music can change the viewer's interpretation of a scene.
- Identify various film music techniques including Mickey-mousing, leitmotifs, diegetic and non-diegetic music.
- Use a storyboard to map out their musical hitpoints.
- How to compose an effective musical narrative for a film scene, using appropriate techniques to create an intended effect.