

Curriculum Overview – 9 Music

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Computer and Video Game Music	The unit begins by looking at Character Themes in	Please encourage your child to visit
	computer and video game music before students move	
	on to explore ways in which Character Themes can be	https://www.bbc.co.uk/bitesize/topics/z3dqhyc
	developed and changed for different atmospheres and	
	scenarios within computer and video games.	https://www.bbc.co.uk/bitesize/topics/zvdqhyc
	The characteristic musical features of much computer	
	and video game music: jumping bass lines, staccato	https://www.bbc.co.uk/bitesize/topics/zbw7pv4
	articulation, chromatic movement and syncopation are	
	included as musical knowledge through composing and	https://www.bbc.co.uk/bitesize/topics/zm4ht39
	performing tasks.	
New Directions	New Directions takes an in-depth exploration of two of	Please encourage your child to visit
	the many various styles, movements and genres of	
	twentieth century music: minimalism and expressionism.	https://www.bbc.co.uk/bitesize/topics/z3dqhyc
	Through exploring a wide range of music from the	
	minimalist and expressionist styles, students learn about	https://www.bbc.co.uk/bitesize/topics/zvdqhyc
	common trends in twentieth century music such as the	
	use of different tonalities, chromaticism, dissonance and	https://www.bbc.co.uk/bitesize/topics/zbw7pv4
	extremes of pitch and dynamics as well as how	
	composers use unusual and experiments timbres,	https://www.bbc.co.uk/bitesize/topics/zm4ht39
	sonorities, sounds and instruments within their work,	
	which students are encouraged to explore and use in	
	their own performances, improvisations and	
	compositions to get a feel "of the style" in which they are	
	exploring.	



Samba	This unit introduces the polyrhythmic style of Latin- American Samba and revises and revisits may key	Please encourage your child to visit
	concepts concerning rhythm, beat and pulse from pupil's learning including features such as polyrhythms, cyclic	https://www.bbc.co.uk/bitesize/topics/z3dqhyc
	rhythms, syncopation, ostinato and call and response. The experience of performing together as a class or	https://www.bbc.co.uk/bitesize/topics/zvdqhyc
	larger group ensemble aims to give students the exhilaration and physical impact of ensemble percussion	https://www.bbc.co.uk/bitesize/topics/zbw7pv4
	music.	https://www.bbc.co.uk/bitesize/topics/zm4ht39
What Makes a Good Song?	This unit begins by exploring 'What Makes a Good Song?' through practical musical investigation of two 'good'	Please encourage your child to visit
	songs as case studies: "Shape of You" by Ed Sheeran and "Shotgun" by George Ezra. Students explore Hooks/Riffs,	https://www.bbc.co.uk/bitesize/topics/z3dqhyc
	Structure, Melody and Lyrics through listening and analysis and performing parts of each song as short	https://www.bbc.co.uk/bitesize/topics/zvdqhyc
	musical arrangements. This unit culminates in students creating their own arrangements of a popular song.	https://www.bbc.co.uk/bitesize/topics/zbw7pv4
		https://www.bbc.co.uk/bitesize/topics/zm4ht39