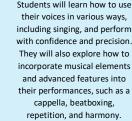


## **OS MUSIC DEPARTMENT – KS3 CURRICULUM MAP**

#### AUTUMN 1 - FIND **YOUR VOICE**



# Students will learn how to use

#### AUTUMN 2 -**KEYBOARD SKILLS 1**

The introduction to keyboard skills provides students with a comprehensive understanding of the principles of playing, focusing on pitch accuracy, rhythm, and proper technique. They will acquire foundational knowledge of written notation and learn how to read music. mumu

#### **SPRING 1 - AFRICAN** DRUMMING

Students will delve into a vibrant musical tradition that spans various regions and cultures. In the African Drumming unit, the curriculum is designed to cover a range of elements, including time signatures, rhythm patterns. They will also gain an understanding of the cultural context and develop performance skill.

#### **SPRING 2 - MUSIC** TECHNOLOGY

During this term, students will be introduced to the skills and processes used in the music industry today. They will learn how to operate professionalgrade applications, such as Logic Pro X, and understand how to respond appropriately to a brief.

#### **SUMMER 1 - ORCHESTRA**

This unit introduces students to orchestral instruments, their families, construction, and sound production. They will explore timbre and sonority, study orchestra lavouts, and examine each section in detail. Students will also learn about time signatures in conducting. The unit includes student composing their own piece for a set of orchestral instruments.

#### **SPRING 2 - UKULELE**

In the ukulele unit, students will develop playing skills, including reading tab notation, chord charts, and strumming patterns. They will learn four basic chords (C, F, Am, G) and apply proper techniques to play melodies or songs. These skills can later be adapted to guitar. Students will perform solo or in ensembles. receiving feedback, and will also enhance their listening and analysis skills

#### AUTUMN 1 -**KEYBOARD SKILLS**

Students will enhance their understanding and refine their keyboard skills while improving their accuracy in playing from notation. They will also learn to perform more complex parts, enabling them to play\_a bassline, riff, and chords with confidence.

#### **AUTUMN 2 - REGGAE**

Students will be learning about the stylistic aspects of Reggae music and its origins. Students will be building upon the knowledge and skills they developed' throughout the year. Reggae will integrate all aspects of learning up until this point. Students will perform as an ensemble, play chords, sing, maintain a part and play.

#### SPRING 1 – BLUES

Students will enhance their musicianship by exploring the historical context of the blues, which will further develop their skills. They will gain experience in improvisation, ensemble playing, and key characteristics of blues music, including the walking bass line, blues scale, and 12-bar blues.

#### **SPRING 2 – FILM MUSIC**

Film music is an engaging and familiar style for many students. They will study notable 20thand 21st-century composers, developing their keyboard skills by playing key works. Building on this, they will compose a horror score for a set clip while gaining experience in advanced audio processing and sound manipulation.

SUMMER 1 – SAMBA

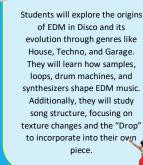
Building upon the foundations established in Keyboard Skills, the Samba course aims to deepen students' proficiency in interpreting rhythmic notation. Participants will concentrate on enhancing their ability to execute both simple and intricate rhythms. Additionally, they will have their inaugural experience in improvising rhythms within a large ensemble setting and acquire skills to perform effectively in sectional groups.

#### SUMMER 2 - FREE COMPOSITION

In this unit, students will compose an original piece of music in a genre of their choice. They are expected to conduct research on their selected genre and incorporate its key musical elements. The students will be expected to incorporate them into an original composition.



### AUTUMN 1 - EDM



#### AUTUMN 2 – ROCK 'N' ROLL

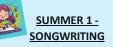
Students will perform Rock 'N' Roll in ensembles, showcasing their skills on various instruments. They will incorporate key stylistic elements into their performance of a notable song, drawing inspiration from how Rock 'N' Roll artists engaged their audiences.

#### **SPRING 1 – POPULAR** MUSIC

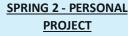
Students will be introduced to the fundamental musical element's characteristic of various styles. This includes an in-depth exploration of riffs, melodies, song structures, and lyrical content. Students will compose an original song using keyboards, integrating lyrics and themes reflective of the popular music structures examined.

#### **SPRING 2 – VIDEO GAME MUSIC**

In the Video Game Music unit, students will explore how music enhances the atmosphere of a game. They will learn the differences between conjunct and disjunct melodies and the purpose of character motifs. Finally, they will compose their own piece of music for a sound clip, incorporating key elements of the genre.



Year 9 students will develop a range of skills, including composing chords for a given melody and reversing the process. They will also deepen their understanding of music theory by studying scale degrees, cadences, and chord structures. The unit will conclude with a song writing task, where students will create lyrics to complement their composed music.



During the final half term of Year 9, all students will complete a personal project that incorporates the musical theory knowledge and practical performance skills they have developed over the past three years. They will research and present on a musical artist of their choice, culminating in a performance of a selected song