

# CURRICULUM OVERVIEW **KS3 MUSIC**

## Purpose of the Curriculum

In studying Music, students will learn new skills and develop coordination through developing playing techniques on various instruments. They will develop an appreciation of various styles and genres through listening, performance and composing activities. Students will also develop a cultural understanding of Music and its background through various composers and songwriters. Students will develop an ability to read music in order to perform at any level which develops confidence, positive mental health and social skills through ensemble performance and composing. Through listening activities students develop an understanding of the meaning behind each piece of music or song, focusing on the literature of the song or context of the piece of music in relation to social or political ideas of the time. Students develop skills not developed in any other area of the curriculum and form social associations through performance work.

## KEY LEARNING OBJECTIVES

- All students to be able to read **musical notation**, be able to identify a **musical scale and chords** on the keyboard, identify **pitch** and **rhythm** - assessed through performance
- Be able to identify the **Instruments within an Orchestra** focusing on study pieces by important composers from different periods including contemporary classical music - assessed through listening activities and composing projects
- To understand how **musical elements** are used in different musical genres
- To be able to perform **melody, rhythms, chords** using various instruments, including their Voice, and develop the correct technique for each instrument assessed through performance.
- Learn how to use various **musical elements** in order to **Compose** music in different genres and for different purposes
- How to use **Music Technology Software** (GarageBand, Logic Pro) independently to successfully produce music using various tools and be aware of the recording process.
- Understanding key musical terminology and applying this to describing music of different genres through appraising activities.
- Developing the correct **technique** on each instrument such as keyboard technique, Guitar, Drum Kit, and how to use the voice effectively

# CURRICULUM OVERVIEW **MUSIC**

## KEY CONCEPTS

- To understand MELODY, PITCH, RHYTHM, TEXTURE, DYNAMICS, STRUCTURE, TIMBRE - through composing and performance projects
- To be able to read musical notation and basic rhythm - through performance pieces - be able to perform simple and more complex rhythms by clapping or using various percussion instruments
- Understanding how instruments are grouped and used within musical genres
- Understand how musical elements are used such as dynamics, rhythm, melody
- Understanding counting beats and bars
- Understanding how musical notation works and how melody and rhythms are put together
- How to rehearse as an ensemble to produce music through recorded performance.

## SEQUENCE OF LEARNING

1. **Using Music Technology to organise sound using Apple Loops** - understanding **Structure, Texture**
2. **Understanding Rhythm & Percussion** - learning to perform simple rhythms from musical notation and developing technique using Percussion.
3. **Performing Melody & Understanding Chords**- reading musical notation to perform and record simple melodies using Music Technology Skills - learning to play **Primary Chords** through accompaniment
4. **Using Your Voice** - developing the voice and learning to sing **melody** in **unison** and also in two part harmony - developing the voice with a greater range using **dynamics** and understanding **texture** within performance.
5. **Composing using The Ostinato** - students compose a piece focusing on the use of an ostinato and developing **texture, structure** and **melody** throughout a piece.
6. **The Orchestra - research project** focusing on the Instruments of the orchestra and instrumental families - students focus on major works by **Mozart, Beethoven, Haydn and Handel. BBC Ten Pieces** used to focus on later works by **Grieg** and more contemporary composers. Students learn to perform pieces, from musical notation, featured in Film Themes such as **Star Wars, Harry Potter** featuring more complex rhythms and melody.
7. **Popular Music Ensemble Performance** - students focus on various songs featuring **set chord progressions, melodic phrases, rhythms** and structure developing performance technique through the **Voice, Guitar, Keyboard and Drum Kit**
8. **Composing Film Music** - using their understanding of **melody, instrumentation** from The Orchestra and use of **Texture and Dynamics** to create effective soundtracks to a film clip.
9. **World Percussion and Rhythm** - focusing on the rhythms of **African Music** and **South American Latin Dance Music** including **Samba** and **Salsa** developing techniques on **Bongos, Congas, Clave** and other Percussion developing ability to read more complex rhythms using musical notation and understanding of timbre, texture and structure in music.
10. **Further Popular Music Ensemble Performance** - further developing instrumental performance techniques learning further **chords, riffs, more complex drum kit rhythms** and a greater **vocal range**. An understanding **recording techniques** using various microphones to record performances.
11. **Music Technology Editing and Mixing** - learning to use **Logic Pro** and **editing tools** to create a mix of **Up Town Funk** to mix and produce. Students focus on **texture, structure** and **electronic timbre**
12. **Sound Design** - using Music Technology to produce sounds and fx for a Film Clip - to give an introduction to Music Technology using the various tools and library of sound available in GarageBand and Logic - a look into the professional industry of sound design
13. **Research, Learn and Perform** - perform a choice of song or piece from any genre to demonstrate understanding of Chords, Riffs, Rhythms, Structure, Dynamics and demonstrate technique, vocal range, and ensemble musicianship skills.