

	Autumn 1	Autumn 2	Spring 1
	Introduction to Music Theory	Introduction to Drama Skills	Introduction to Keyboard Skills 1
Key concepts	Develop knowledge and understanding of reading music notation on a musical score and how a musical score works. Listening to music to understand beats in a bar and recognising different instruments.	Develop knowledge and understanding of basic drama and theatre skills. Develop skills by putting them into practice.	Develop knowledge and understanding of practical keyboard skills. Focus will primarily be on accuracy and fluency of the melody. However, opportunities of introducing basic chords may arise.
Themes	Different types of note names, note values, drawing notes accurately, rest values, drawing different clefs, listening to different types of music to recognise beats, rhythm and instruments.	'What is Theatre?' – The art of story-telling through the following list of skill sets: Listening skills, confidence skills, independent skills, group-work skills, facial expressions, gestures, body language, freeze-frames, trust, improvisation.	Applying what was learnt in Autumn 1, students to perform 'When the Saints Go Marching In' on keyboards. Focus to be on developing accuracy and fluency of melody using their right hand. Some may complete this and will be expected to attempt playing basic major chords (C, F and G) in left hand.
Challenge	Comparing Treble and Bass clef, reading Treble and Bass clef at the same time.	Demonstrating accurate skills above, opportunities to demonstrate leadership skills.	Demonstrate co-ordination skills by playing melody in the right hand and chords in the left hand
Support	Rhymes, drawings of notes are used to help support learning	Participation in above skilled activities, encouragement and support by either teacher or peers.	Students to be provided with 'note-finders' so that they know where the notes on the keyboard are. Music can also have letters of notes written above the notation.
Literacy focus	Keywords to include: Stave, Treble Clef, Bass Clef, time signatures, note names	Facial expressions, gestures, freeze frames.	Tempo and dynamics to be explored during starter/TOE listening activities.
Numeracy focus	Note values, rest values, how many beats in a bar, totalling number of beats together	Being accurate by sticking to timed activities	Applying skills learnt in Autumn 1, students will be expected to perform accurate note values by counting the correct number of beats in a bar.



Cross-	Developing literacy skills (English),	Group-work skills, listening skills, confidence	Literacy skills (English), key terminology
curricular links	developing numeracy skills (Maths) and	skills (school wide)	(Italian/language skills), co-ordination skills
	drawing skills (Art)		(PE), performing skills.
	Tolerance and patience needed for reading	Respectful of each other's performances,	Respectful of each other's performances,
	a new (musical) language, listening to	trust, social interaction, morally supporting	trust, social interaction, morally supporting
SMSC & MBV	different genres of music.	one-another.	one-another. Building confidence by
			working together and performing in front
			of peers.
	End of module test involving listening test	Students are put into small groups and are	Students are expected to perform the
	and note recognition/theory test.	expected to perform the above skills	above skills accurately through video
Assessments		accurately through video evidence as well as	evidence as well as watching back their
		watching back their performances and	performances and providing verbal
		providing verbal feedback.	feedback.

	Spring 2	Summer 1	Summer 2
	Indonesian Gamelan	Melodrama	Introduction to Keyboard Skills 2
Key concepts	Develop knowledge and understanding of Indonesian Gamelan music	Develop knowledge and understanding of Melodrama	Develop further knowledge and understanding of practical keyboard skills. Focus will primarily be on accuracy and fluency of the melody. However, this piece does have some use of syncopation with the introduction of dotted notes. Playing basic chords will be expected.
Themes	Learning cultural and spiritual aspects of Gamelan music before performing them on Glockenspiels. Students will be in small	Learning about the origins of 'Melodrama' from Victorian England and applying the basic skills learnt from Autumn 2. Students to explore this style of 'over-acting' drama by	Applying what was learnt in Autumn 1 and Spring 1, students to perform 'The New World Symphony' by Dvorak on keyboards. Whilst continuing to develop accuracy and



	groups (5-7) and will learn to play layered melodies by reading music in letter form.	learning a basic script, taking on the roles of different 'stock' characters, performing these roles before writing and performing their own scripts.	fluency of melody using their right hand, students will be introduced to the use of syncopation with the use of dotted notes. As well as this, students will expand their understanding of chords with the introduction of some minor chords and thus, more movement around the keyboard. There are also some elements of dynamics to this piece of music.
Challenge	Leadership skills to demonstrate an accurate and successful group performance. Each student to perform a different melody simultaneously with different melodies played from different members of the group.	To apply the skills learnt in Autumn 2 accurately as well as developing their creative skills through accurate script writing and some improvisation. Leadership skills.	To perform the piece accurately and fluently, paying attention to the use of syncopation, using the right hand for the melody and the left hand for chords. Use of dynamics is also expected.
Support	Opportunities for students to play simpler melodies	Students are provided with a basic script to work from and may use their scripts on stage when performing if needed.	To perform just the melody, using a sheet of music with letters written above to help secure understanding of certain notes.
Literacy focus	Cultural Keywords to include Gamelan, gamel, balungan, heterophonic, metalaphones	Hero, Villain, Damsel in Distress, Stock characters, Leitmotif	Syncopation, dynamics (forte, piano) Literacy skills (English), key terminology (Italian/language skills), co-ordination skills (PE), performing skills.
Numeracy focus	Counting to bring the group in and keep the group in time	N/A	Students will be expected to perform accurate note values by counting the correct number of beats in a bar.
Cross- curricular links	Key words (MFL), literacy (English), counting (Maths), exploring different parts of the world (Geography), spiritual elements (RE)	Literacy (English), Victorian England and history of the theatre (History)	Literacy skills (English), key terminology (Italian/language skills), co-ordination skills (PE), performing skills, composer from another country (Geography)



	Spiritual elements where the music is	Cultural understanding of Victorian England,	Respectful of each other's performances,
	linked to God, social interaction for	social interaction of group work and	trust, social interaction, morally supporting
SMSC & MBV	successful performance, cultural elements	performance, trust, respect.	one-another. Building confidence by
	of Indonesian music and occasions it is		working together and performing in front
	played at.		of peers.
	Each group performance is recorded as	Each group performance is recorded as video	Each solo performance is recorded as video
	video evidence so students can watch their	evidence so students can watch their	evidence so students can watch their
Assessments	performances back and evaluate trough	performances back and evaluate trough verbal	performances back and evaluate trough
	verbal feedback. There is also	feedback. There is also opportunities for peer	verbal feedback. There is also
	opportunities for peer assessment	assessment throughout the module.	opportunities for peer assessment
	throughout the module.		throughout the module.
		Melodrama IST – Research the basic concepts	
Out of school		of Melodrama and to create and design stock	
learning		characters and a script based on the one	
		looked at in class.	