Year 9 Learning Journey



Music and Film

Retrieval of Y9 Unit 1

- . Understand the term Leitmotif.
- Develop an understanding of how music affects on screen visuals.
- Develop solo performance skills on the keyboards through the exploration of various film and TV themes.
- 4. Perform chromatic pieces using separate right and left hand parts.
- 5. Understand and use a 'cue sheet'.
- 6. Exploring stylistic idioms and norms.
- 7. Understanding dissonance in music.

Assessment "Solo performance of 'Hedwig's Theme' from the Harry Potter film franchise."

Unit 2



Retrieva

of Y9

Unit 2

 Understand how technology has affected the music in video games from the 1980s to the modern day.

YEAR

- 2. Understand the terms Conjunct and Disjunct.
- Perform complicated pieces using separate right and left hand parts on the keyboard.
- Compose a piece to a given visual stimulus using the learning of 'cue sheets' from previous unit.
- Explore stylistic idioms and norms in video game music.
- 6. Explore Ground Themes and sound effects in video game music.

Assessment "Solo/Ensemble composition to a visual stimulus"

Unit 3

Pop Power

- Understand how Jazz and Classical Music influence music today.
- Understand the range of styles included within "Popular" music.
- 3. Performing Chords and Melody together.
- Developing ensemble performance skills across various instruments.
- How music influences and is influenced by popular culture.
- 6. How has technology changed the way we make music?
- 7. Understanding the modern music industry.

Assessment "Pop Song Performance"



Retrieval of Y8 In Year 9, students must be able to evaluate specific reasons for musical choices across a number of musical contexts including in popular music, film and TV as well as in video games. They should be able to provide contextual reference for these choices based on the prior learning in year 7 and 8. they should also be able to synthesize the previous learning to compose stylistically accurate pieces to a given stimulus.







