Year 8 MUSIC: SPECIFIC LEARNING INTENTIONS

YEAR GROUP:	Year 8 – 2025-2026					
	Autumn Term 1	Autumn Term 2	Spring Term 1	Spring Term 2	Summer Term 1	Summer Term 2
	Ternary Form	**Medieval Music**	**Introduction to Music Technology**	**Ensemble: I Gotta Feelin'**	**Set Brief Composition**	**Development of Music Technology**
Granular learning intentions/success criteria **(What will pupils know, be able to do and understand)**	**O Sinner Man (6 lessons)** - Pupils will learn to sing the main melody and/or counter melody of O Sinner Man and perform this as a class ensemble. - Pupils will be able to play the main melody (line 1) of O Sinner Man on glockenspiel. - Pupils will learn to play the remaining melodic, chordal and rhythmic lines of O Sinner Man. - Pupils will choose a part they want to play as part of an ensemble. - Pupils will rehearse and refine as an ensemble ensuring all different melodic, chordal and rhythmic parts are in time. - Pupils will be able to aurally identify different combinations of lines from O Sinner Man, hearing how the various parts fit together to create a piece of music. - Pupils will perform O Sinner Man as an ensemble. - Pupils will compose their own melody / rhythm for a contrasting section, learn to play individually and play in time with the rest of the group. **Listening** - Pupils will be able to identify contrast between different sections, time signatures and instruments used in various pieces of music.	**Modes & Drones (6 lessons)** - Pupils will learn to differentiate between different rhythmic cells: tea, coffee, cocacola, blackcurrant and orange juice. - Pupils will write an 8- beat rhythm using a combination of the rhythmic cells above. - Pupils will learn what Dorian mode is and the notes that are used to create Dorian mode (DEFGABCD') - Pupils will compose a melody using mainly steps with some leaps and repeated notes using Dorian mode. - Pupils will understand what a drone is and the three different ways a drone can be played: held, rhythmic or pulse - Pupils will add in a drone to their piece of music using their left hand. - Pupils will rehearse and refine their work individually on the keyboard. - Pupils will perform their 8-beat melody in a medieval style with their right hand playing the melody and left hand playing a drone. - Pupils will create a contrasting B section for their work using Ionian mode following the same process used previously for their A section. **Modes and Drones ICT (3 lessons)** - Pupils will sequence a piece of music combining the medieval modal system with electronic dance music. - Pupils will add instrument tracks, step input parts, assign sounds and record in their keyboard melodies composed in class using a MIDI controller keyboard.	**'Espresso' dance remix (6 lessons)** - Pupils will understand what Cubase is and how Dance Music is reliant on music technology to be created - Pupils will know how to initialise Cubase Elements 12, input a simple part via step input and save work - Pupils will understand the concept of layering up different parts of a track played by different synthesisers - Pupils will use simple functions in Cubase to step input different parts of a dance piece - Pupils will understand what a 'drum loop' is and to be able to set up a sequence of a drum loop. - Pupils will understand the purpose of a drum fill and know how to create a drum fill. - Pupils will understand the importance of volume balance and different parts of a mix in relation to each other - Pupils will understand how to use the virtual mixer in Cubase to set a 'working volume' for all the parts in the project - Pupils will understand how the order and repetition of different sections are used to structure a piece of music - Pupils will create a structure using sections A & B of the sequenced Espresso remix. - Pupils will understand how effects are used in Dance Music to manipulate and enhance the quality of the sound - Pupils will know how to apply basic post-production effects in Cubase. **Keyboards (3 lessons)** - Pupils will be able to play a melody with their right hand and single finger chords with their left hand for Largo - Pupils will implement rehearsal strategies: breaking music down into sections, slowing the tempo, hands separately, then together - Pupils will play and perform their music to the class - Pupils will listen to other pupils' performances and be able to identify correct keyboard technique and rehearsal strategies leading to a successful performance.	**I Gotta Feelin' (6 lessons)** - Pupils will learn a basic 4-beat on the drum kit - Pupils will be able to play a simple 4-beat pattern using the hi-hat, snare and kick drum - Pupils will understand the basics of a guitar and bass guitar: frets, tuning keys, plucking and strumming. - Pupils will be able to play a simple guitar and/or bass riff demonstrating a basic technique. - Pupils will understand how to read guitar TAB - Pupils will form a rock band and choose an instrument to play from drum kit, bass guitar, electric guitar, keyboard or vocals. - Pupils will independently learn their instrument part - Pupils will learn to play their instrumental or singing part in time with the rest of their group - Pupils will rehearse and refine as an ensemble - Pupils will perform as an ensemble. - Pupils will listen to their peers' work and appraise the success.	**The Planets (6 lessons)** - Pupils will listen to a variety of orchestra pieces from Holst's 'Planets Suite'. - **Mars: The Bringer of War:** Pupils will create a keyboard composition for the planet Mars: The Bringer of War and will understand how to incorporate a minor key, ostinato, dissonance and appropriate orchestral instrument sounds. - **Saturn: The Bringer of Old Age:** Pupils will create a keyboard composition for the planet Saturn: The Bringer of Old Age and will understand how to incorporate a slow tempo, minor key, repetition, and long flowing solo melodies. - **Uranus: The Magician** Pupils will create a keyboard composition for the planet Uranus: The Magician and will understand how to incorporate dotted rhythms, flourishes of sounds and a major key. - **Neptune: The Mystic** Pupils will create a keyboard composition for the planet Neptune: The Mystic and will understand how to incorporate chromaticism, polarisation of pitch, and ascending and descending melodies.	**'Rather Be' dance sequence (6 lessons)** - Pupils will understand the concept of layering up different parts of a track played by different synthesisers - Pupils will step input some melodically and rhythmically complex parts of a dance piece - Pupils will understand what a 'drum loop' is and to be able to set up a sequence of a drum loop. - Pupils will understand the purpose of a drum fill and know how to create a drum fill. - Pupils will understand the importance of volume balance and different parts of a mix in relation to each other - Pupils will understand how to use the virtual mixer in Cubase to set a 'working volume' for all the parts in the project - Pupils will understand how the order and repetition of different sections are used to structure a piece of music - Pupils will learn how to import an audio file into Cubase - Pupils will create a structure using sections A1, A2 & B of the sequenced Rather Be - Pupils will identify the instruments and parts playing in each section of the song and re-create this around the imported vocal sample. - Pupils will understand how effects are used in Dance Music to manipulate and enhance the quality of the sound - Pupils will know how to apply basic post-production effects in Cubase.