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 **Long Term Mapping**

**MUSIC KS3**

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|  | **Cycle 1** | **Cycle 2** | **Cycle 3** |
| **(2022 – 2023)** | **(2023 - 2024)** | **(2024 – 2025)** |
| **Autumn**  | **1** | Musical Elements | Notation | Reading Music | Scales | Band Skills | *‘The View’* |
| **2** | African Drumming | Tor View Radio | Podcasting | Popular Music Through the Ages  |
| **Spring** | **1** | Latin America | Samba | Music Production*(Electronic Dance | House | Techno | Drum & Bass | Trance)* | Rock ‘n’ Roll | Blues | Jazz |
| **2** | Beatboxing | Using our Voice Expressively | Music Production *(Videography | Creating a Film Trailer | Creating a Soundtrack | Creating a Music Video)*  | Musicals | Orchestra | Concerto |
| **Summer**  | **1** | Drumming Using Technology | Music Production | Lyrical Writing *(Grime | Hip Hop | Rap)* | Film Music | Soundtracks | Cartoons  |
| **2** | Creating Music with Junk | Junk Percussion | Videogame Soundtracks | Creating a Videogame | Performance Workshop |

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| **MEDIUM-TERM PLANNING** |
| ***Aspiration for Life*** | Differentiated, aspirational targets dependent on pupil needs. | ***Language for Life*** | Explicit teaching / exposure to new and know vocabulary | ***Learning for Life*** | Opportunities to develop cross curricular skills e.g. drama |
| **KS3 MUSIC CYCLE TWO (2020 – 2021)** | ***INTENT****: To instil in our students a love of music and a wide range of genres. To modernise the music curriculum to bring it in line with advancements in musical tastes, technology and potential future careers to provide creative, contemporary and engaging musical opportunities for our students. To provide musical performance opportunities that showcase the talents our outstanding students possess, promote Tor View in the wider community and develop confidence and self-esteem within our students.* | **NOTATION****READING MUSIC****SCALES** | **TOR VIEW RADIO****POCASTING** | **MUSIC PRODUCTION****ELECTRONIC MUSIC** | **MUSIC PRODUCTION****VIDEOGRAPHY**  | **MUSIC PRODUCTION** **LYRICAL WRITING** | **VIDEO GAME****SOUNDTRACKS** |
| **AUTUMN 1** | **AUTUMN 2** | **SPRING 1** | **SPRING 2** | **SUMMER 1** | **SUMMER 2** |
| **SKILL FOCUS:**GROUP PERFORMANCE |IMPROVISATION  | **SKILL FOCUS:**CREATIVITY |LISTENING  | **SKILL FOCUS:**COMPOSITION |INDIVIDUAL PERFORMANCE | **SKILL FOCUS:**APPRASIAL & EVALUATION  | **SKILL FOCUS:**COMPOSITION |GROUPPERFORMANCE | **SKILL FOCUS:**LISTENING | CREATIVITY  |
| **ELEMENT FOCUS:**RHYTHM | DYNAMICS | BEAT | **ELEMENT FOCUS:**DURATION | **ELEMENT FOCUS:**TEXTURE | **ELEMENT FOCUS:**TIMBRE | TONE | **ELEMENT FOCUS:**TEMPO | **ELEMENT FOCUS:**PITCH |
| **SUGGESTED AREAS OF STUDY | SUGGESTED PIECES OF MUSIC** |
| **Crochets | Quavers | Rests | Minims | Semibreves****Explore notes & scales** **using boom whackers & xylophones****Group performance of songs using boom whackers & xylophones, e.g. following colour coded scores****Compose beats using body percussion, e.g. crochet – clap, quaver – stomp****Use chalk outdoors and create beats using notation.** **Cultural Capital Opportunities:**Exposure to a variety of traditional musical ideas/symbols and what they represent, e.g. crotchets and quaversExposure to a wide variety of new instruments.  | **Understand different areas of radio content:****School News / Events****Sports News****Current Events****Weather Reports****Game | Film | Book Reviews****Game Show | Quiz****Market Research – Research most popular radio stations – What makes them popular | What style of music do they play | What content do we hear?****Listen to & evaluate different radio shows & podcasts | Understand recording equipment | Using appropriate jingles for effect | Using our voices with effect | Effectively planning a script |** **Recording a radio show using audacity****Cultural Capital Opportunities:**Exposure to different forms of media, e.g. podcasting and radio. Exposure to new things such as current events, news, weather etc.Use of new technologies, e.g. recording microphones and recording software (skills for the future).  | **Electronic Music:****Theory | History | Musical Elements | Emotions, e.g. how does the music make you feel?****Suggested Music:***Darude – Sandstorm**Sash – Encore un Fois**Underworld – Born Slippy**Faithless – Insomnia* *General Levy – Incredible**Livin’ Joy – Dreamer**Wildchild – Renegade Master**Avicii – Wake me Up***Suggested Apps:****Beat Pads** **MIDI Keyboards****Launchpad Software****Beat Maker Go****Music Maker Jam****Garageband** **Skoog****Beamz****Chrome Music Lab****Sampulator** **Splice Sounds** **Cultural Capital Opportunities:**Exposure to a variety of new and modern genres, e.g. house, techno, trance etc – music students may not normally be exposed to.Exposure to a wide range of music technologies (see above), providing modern skills for future employment. | **Film Soundtracks:** **Identifying famous film music | Matching music to a mood or emotion | Matching music to a character, e.g. Darth Vader theme = scary | Matching music to a particular genre****Suggested Music:***Jaws | James Bond | Darth Vader | Harry Potter | Indiana Jones | Mission Impossible | Good, Bad & Ugly | Exorcist | Psycho | Musicals | Frozen | High School Musical etc.***Microsoft Publisher:****Create an effective and attractive movie poster / advertisement (linked to iMovie project below)****iMovie:****Create a film trailer | Create a music video | Understanding film genre | Matching appropriate soundtracks to differing film genres | Editing skills | Using titles | Making credits | Using effects & transitions****Cultural Capital Opportunities:**Exposure to a variety of different film genres. Exposure to new genres that students may not be aware of. Exposure to a wide range of new technologies, e.g. iMovie, filmmaking, publisher, editing (skills for the future). Exposure to classic music and film scores – matching music to the correct genre.  | **Grime | Hip Hop | Rap:****Theory | History | Musical Elements | Emotions, e.g. how does the music make you feel?****Writing a Rap | Thinking about Lyrics****Suggested Music:***Dre / Snoop Dogg – Still DRE**Kanye West – Stronger* *Sugarhill Gang – Rapper’s Delight**Grandmaster Flash – Message* *Run DMC – Tricky**Coolio – Gangstas Paradise**Vanilla ICE – Ice Ice Baby**MC Hammer – Can’t Touch This**Salt N Pepa – Push It***Suggested Apps:****Launchpad Software****Beat Maker Go****Music Maker Jam****Garageband** **Skoog****Beamz****Chrome Music Lab****Sampulator** **Splice Sound****Cultural Capital Opportunities:**Exposure to a variety of new and modern genres, e.g. Rap, grime, hip-hop – music students may not normally be exposed to.Exposure to a wide range of music technologies (see above), providing modern skills for future employment. | **Video Game Music:****Why is it important | Where is it used in a game | Creating music for a specific character, e.g. hero / villain | Creating music to set the mood & atmosphere | Considering gaming genre | Creating music for different genres** **Create a piece of videogame music using keyboards / MIDI keyboards****Suggested Music:***Super Mario Brothers**Legend of Zelda* *Pokémon**Sonic the Hedgehog* *Metroid Prime**Silent Hill**Street Fighter* *Donkey Kong* *Shadow of the Beast* *Tetris***Cultural Capital Opportunities:**Exposure to a variety of new videogames and videogame genres.Exposure to a wide range of new technologies,providing modern skills for future employment, e.g. videogame development. |
| **KEY MUSICAL VOCABULARY**  |
| **Notation, Musical Symbols, Chords, Crochets, Quavers, Rests, Minims, Semibreves, Note, Scale, Boom Whacker, Score, Beat, 4/4 Common Time Beat, Polyrhythm, Whole Note, Half Note.** | **Radio, Broadcast, BBC, Podcasting, Recording, Microphone, Pop Filter, Mixing, Jingle, Voiceover, Content, News, Events, Sport, Weather, Reviews, Quiz, Audacity, Planning, Script.** | **Steady Beat, Rhythm, Polyrhythm, App, Technology, Effects, Electronic, Looping, Mixing, Synthesising, Bass, Backing Track, Techno, Drum & Bass, House, EDM, Trance, SFX, FX.** | **Leitmotif, Atmosphere, Mood, Storyboard, Soundtrack, Character, Genre, Musical Clichés, Sound Effects, Theme, Motif, Good & Evil, Villains, Heroes, Emotion, Trailer, Credits, Effects, Transition, Titles.**  | **Steady Beat, Rhythm, Polyrhythm, App, Technology, Effects, Electronic, Looping, Mixing, Synthesising, Bass, Backing Track, Grime, Hip Hop, Rap, SFX, FX.** | **Soundtrack, Sound Effects, Chiptunes, Synthesiser, Character Motif, Themes, Genre, Pitch, Tempo, Atmosphere, Mood, Good & Evil, Villains, Heroes, Emotion, Technology.** |
| **IMPLEMENTATION**  |
| **Week 1:** Crochets | Quavers**Week 2:** Crochets | Quavers | Rest**Week 3:** Minims | Semibreves**Week 4:** Perform colour coded score using BW**Week 5 & 6:** Group composition / performance using BW**Week 7:** Assessment | **Week 1:** Market research (iPads, google etc)**Week 2:** Research & Evaluate – What makes a good radio show?**Week 3:** Record school events / news**Week 4:** Record weather report**Week 5:** Record sports news / reviews / interviews with others**Week 6:** Create a jingle on keyboards**Week 7:** Assessment | **Week 1:** Theory | History**Week 2:** How does the music make you feel? Discussing emotions**Week 3:** Sensory rave**Week 4:** Beat Maker Go**Week 5 & 6:** Launchpad – Practice | Record | Perform | Use SFX like DJ**Week 7:** Assessment | **Week 1:** Listen & appraise | Introducing genre | Matching music to characters**Week 2:** Understanding how music can set a mood | Matching music to a genre**Week 3, 4 & 5:** iMovie project in small groups**Week 6:** Publisher – create a movie poster**Week 7:** Assessment | **Week 1:** Theory | History**Week 2:** How does the music make you feel? Discussing emotions**Week 3:** Lyric writing | Designing a rap | Using rhyme**Week 4:** Beat Maker Go**Week 5 & 6:** Launchpad – Practice | Record | Perform | Perform rap with mic**Week 7:** Assessment | **Week 1:** Videogame music quiz**Week 2:** Listen & appraise | Introducing genre | Matching music to characters**Week 3:** Understanding how music can set a mood | Matching music to a genre**Week 4:** Create a piece of music on keyboards to match a certain genre**Week 5 & 6:** Design a basic video game**Week 7:** Assessment |