

Long Term Mapping KS3 MUSIC

		Cycle 1 (2019 – 2020)	Cycle 2 (2020 - 2021)	Cycle 3 (2021 – 2022)
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 (<i>Electronic Dance House Techno Drum & Bass Trance</i>)	Rock 'n' Roll Blues Jazz
	2	Beatboxing Using our Voice Expressively	Music Production (<i>Videography Creating a Film Trailer Creating a Soundtrack Creating a Music Video</i>)	Musicals Orchestra Concerto
Summer	1	Drumming Using Technology	Music Production Lyrical Writing (<i>Grime Hip Hop Rap</i>)	Film Music Soundtracks Cartoons
	2	Creating Music with Junk Junk Percussion	Videogame Soundtracks Creating a Videogame	Performance Workshop



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

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: APPRAISAL & EVALUATION	SKILL FOCUS: COMPOSITION GROUP PERFORMANCE	SKILL FOCUS: LISTENING CREATIVITY
ELEMENT FOCUS: RHYTHM DYNAMICS	ELEMENT FOCUS: DURATION	ELEMENT FOCUS: TEXTURE	ELEMENT FOCUS: TIMBRE TONE	ELEMENT FOCUS: TEMPO	ELEMENT FOCUS: PITCH
SUGGESTED AREAS OF STUDY SUGGESTED PIECES OF MUSIC					

<p>Crotchets Quavers Rests Minims Semibreves</p> <p>Explore notes & scales using boom whackers & xylophones</p> <p>Group performance of songs using boom whackers & xylophones, e.g. following colour coded scores</p> <p>Compose beats using body percussion, e.g. crochet – clap, quaver – stomp</p> <p>Use chalk outdoors and create beats using notation.</p>	<p>Understand different areas of radio content: School News / Events Sports News Current Events Weather Reports Game Film Book Reviews Game Show Quiz</p> <p>Market Research – Research most popular radio stations – What makes them popular What style of music do they play What content do we hear?</p> <p>Listen to & evaluate different radio shows & podcasts Understand recording equipment Using appropriate jingles for effect Using our voices with effect Effectively planning a script </p> <p>Recording a radio show using audacity</p>	<p>Electronic Music: Theory History Musical Elements Emotions, e.g. how does the music make you feel?</p> <p>Suggested Music: <i>Darude – Sandstorm</i> <i>Sash – Encore un Fois</i> <i>Underworld – Born Slippy</i> <i>Faithless – Insomnia</i> <i>General Levy – Incredible</i> <i>Livin’ Joy – Dreamer</i> <i>Wildchild – Renegade</i> <i>Master</i> <i>Avicii – Wake me Up</i></p> <p>Suggested Apps: Beat Pads MIDI Keyboards Launchpad Software Beat Maker Go Music Maker Jam Garageband Skoog Beamz Chrome Music Lab Sampulator Splice Sounds</p>	<p>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</p> <p>Suggested Music: <i>Jaws James Bond Darth Vader Harry Potter Indiana Jones Mission Impossible Good, Bad & Ugly Exorcist Psycho Musicals Frozen High School Musical etc.</i></p> <p>Microsoft Publisher: Create an effective and attractive movie poster / advertisement (linked to iMovie project below)</p> <p>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.</p>	<p>Grime Hip Hop Rap: Theory History Musical Elements Emotions, e.g. how does the music make you feel?</p> <p>Writing a Rap Thinking about Lyrics</p> <p>Suggested Music: <i>Dre / Snoop Dogg – Still DRE</i> <i>Kanye West – Stronger</i> <i>Sugarhill Gang – Rapper’s Delight</i> <i>Grandmaster Flash – Message</i> <i>Run DMC – Tricky</i> <i>Coolio – Gangstas Paradise</i> <i>Vanilla ICE – Ice Ice Baby</i> <i>MC Hammer – Can’t Touch This</i> <i>Salt N Pepa – Push It</i></p> <p>Suggested Apps: Launchpad Software Beat Maker Go Music Maker Jam Garageband Skoog Beamz Chrome Music Lab Sampulator Splice Sound</p>	<p>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</p> <p>Create a piece of videogame music using keyboards / MIDI keyboards</p> <p>Suggested Music: <i>Super Mario Brothers</i> <i>Legend of Zelda</i> <i>Pokémon</i> <i>Sonic the Hedgehog</i> <i>Metroid Prime</i> <i>Silent Hill</i> <i>Street Fighter</i> <i>Donkey Kong</i> <i>Shadow of the Beast</i> <i>Tetris</i></p>
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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.

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KEY MUSICAL VOCABULARY					
<p>Notation Musical Symbols Chords</p> <p>Crotchets Quavers</p> <p>Rests Minim</p> <p>Semibreves Note</p> <p>Scale Boom Whacker</p> <p>Score Beat</p> <p>4/4 Common Time</p> <p>Beat Polyrhythm Whole Note Half Note</p>	<p>Radio Broadcast BBC</p> <p>Podcasting Recording</p> <p>Microphone Pop Filter</p> <p>Mixing Jingle Voiceover</p> <p>Content News Events Sport</p> <p>Weather Reviews Quiz</p> <p>Audacity Planning Script</p>	<p>Steady Beat Rhythm</p> <p>Polyrhythm App</p> <p>Technology Effects</p> <p>Electronic Looping Mixing</p> <p>Synthesising Bass</p> <p>Backing Track Techno</p> <p>Drum & Bass House</p> <p>EDM Trance </p> <p>SFX FX</p>	<p>Leitmotif Atmosphere Mood</p> <p>Storyboard Soundtrack</p> <p>Character Genre </p> <p>Musical Clichés </p> <p>Sound Effects Theme </p> <p>Motif Good & Evil Villains</p> <p>Heroes Emotion Trailer</p> <p>Credits Effects Transition</p> <p>Titles</p>	<p>Steady Beat Rhythm</p> <p>Polyrhythm App Technology</p> <p>Effects Electronic Looping</p> <p>Mixing Synthesising Bass</p> <p>Backing Track Grime</p> <p>Hip Hop Rap SFX FX</p>	<p>Soundtrack Sound Effects</p> <p>Chiptunes Synthesiser</p> <p>Character Motif Themes</p> <p>Genre, Pitch Tempo</p> <p>Atmosphere Mood</p> <p>Good & Evil Villains</p> <p>Heroes Emotion</p> <p>Technology</p>
IMPLEMENTATION					
<p>Week 1: Crochets Quavers</p> <p>Week 2: Crochets Quavers Rest</p> <p>Week 3: Minims Semibreves</p> <p>Week 4: Perform colour coded score using BW</p> <p>Week 5 & 6: Group composition / performance using BW</p> <p>Week 7: Assessment</p>	<p>Week 1: Market research (iPads, google etc)</p> <p>Week 2: Research & Evaluate – What makes a good radio show?</p> <p>Week 3: Record school events / news</p> <p>Week 4: Record weather report</p> <p>Week 5: Record sports news / reviews / interviews with others</p> <p>Week 6: Create a jingle on keyboards</p> <p>Week 7: Assessment</p>	<p>Week 1: Theory History</p> <p>Week 2: How does the music make you feel? Discussing emotions</p> <p>Week 3: Sensory rave</p> <p>Week 4: Beat Maker Go</p> <p>Week 5 & 6: Launchpad – Practice Record Perform Use SFX like DJ</p> <p>Week 7: Assessment</p>	<p>Week 1: Listen & appraise Introducing genre Matching music to characters</p> <p>Week 2: Understanding how music can set a mood Matching music to a genre</p> <p>Week 3, 4 & 5: iMovie project in small groups</p> <p>Week 6: Publisher – create a movie poster</p> <p>Week 7: Assessment</p>	<p>Week 1: Theory History</p> <p>Week 2: How does the music make you feel? Discussing emotions</p> <p>Week 3: Lyric writing Designing a rap Using rhyme</p> <p>Week 4: Beat Maker Go</p> <p>Week 5 & 6: Launchpad – Practice Record Perform Perform rap with mic</p> <p>Week 7: Assessment</p>	<p>Week 1: Videogame music quiz</p> <p>Week 2: Listen & appraise Introducing genre Matching music to characters</p> <p>Week 3: Understanding how music can set a mood Matching music to a genre</p> <p>Week 4: Create a piece of music on keyboards to match a certain genre</p> <p>Week 5 & 6: Design a basic video game</p> <p>Week 7: Assessment</p>