

Long Term Mapping MUSIC KS5

		Cycle 1 (2019 – 2020)	Cycle 2 (2020 - 2021)	Cycle 3 (2021 – 2022)
Autumn	1	Musical Elements	Notation Reading Music Scales	Tor View Radio Podcasting
	2	Open Awards Accreditation <i>Exploring Music</i>	Open Awards Accreditation <i>Exploring Music</i>	Open Awards Accreditation <i>Exploring Music</i>
Spring	1	Latin America Samba African Drumming	Music Production <i>(Electronic Dance House Techno Drum & Bass Trance)</i>	Popular Music Through the Ages 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



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 of our outstanding students, promote Tor View in the wider community and develop confidence and self-esteem within our students.

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	OPEN AWARDS ACCREDITATION	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: All	Skill Focus: Composition Individual performance	Skill Focus: Appraisal and evaluation	Skill Focus: Composition Group Performance	Skill Focus: Listening & Creativity	
ELEMENT FOCUS: RHYTHM DYNAMICS	ELEMENT FOCUS: ALL	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 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.</p>	<p>Focusing on key musical skills, techniques and abilities in order to work towards the Open Award for <i>Exploring Music</i>.</p> <p><u>Learning Outcomes:</u> <i>Be able to appreciate music. Be able to identify a musical instrument Play a musical instrument with others Be able to perform solo pieces on an instrument/voice Be able to appraise solo performances.</i></p> <p><u>Assessment Criteria:</u> <i>Listen to music and state feelings the music evokes Identify a musical instrument and its sound Play a musical instrument in a group Express feelings from playing in a group Listen to music and express feelings about the piece and preferences Sing or play a short solo piece Show some technical control of the chosen instrument/voice Show some sense of expression in performances Identify the strengths and weaknesses of solo performances Identify how to address weakness(s) Show an attempt to improve solo performances.</i></p>	<p>Electronic Music: Theory History Musical Elements Emotions, e.g. how does the music make you feel?</p> <p><u>Suggested Music:</u> <i>Darude – Sandstorm Sash – Encore un Fois Underworld – Born Slippy Faithless – Insomnia General Levy – Incredible Livin’ Joy – Dreamer Wildchild – Renegade Master Avicii – Wake me Up</i></p> <p><u>Suggested Apps:</u> 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><u>Suggested Music:</u> <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><u>Microsoft Publisher:</u> Create an effective and attractive movie poster / advertisement (linked to iMovie project below)</p> <p><u>iMovie:</u> 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><u>Writing a Rap Thinking about Lyrics</u></p> <p><u>Suggested Music:</u> <i>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</i></p> <p><u>Suggested Apps:</u> 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><u>Create a piece of videogame music using keyboards / MIDI keyboards</u></p> <p><u>Suggested Music:</u> <i>Super Mario Brothers Legend of Zelda Pokémon Sonic the Hedgehog Metroid Prime Silent Hill Street Fighter Donkey Kong Shadow of the Beast Tetris</i></p>	

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.	Appreciate, Identify, Musical Instrument, Perform, Solo Piece, Voice, Appraise, Feelings, Group Performance, Preferences, Technical Control, Expression, Strengths, Weaknesses, Improvement.	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 1-2: Identifying musical instruments. Appreciating different types of music. Week 3-4: Group performances. Week 5-6: Solo performances. Week 7: Appreciation & 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

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