

## MUSIC Year 9 Curriculum End Points and Key Vocabulary

	Autumn Term 1	Autumn Term 2	Spring Term 1	Spring Term 2	Summer Term
Ethos Links	<p><u>Milton Keynes:</u> Local Businesses.</p> <p><u>STEM:</u> How music from the Dance genre has developed as technology and computer music has become more advanced. Encouraging students to use online music- making platforms. and applications to experiment with the style.</p> <p><u>Sustainability:</u> How dance music events are adapting to sustainability, links to eco-festivals.</p>	<p><u>Milton Keynes:</u> Links to local film &amp; production studios. Film music linked to local topics e.g. Bletchley Park &amp; the Imitation Game</p> <p><u>STEM:</u> Technological requirements when producing music for film and TV. How the style has developed as technology has advanced.</p> <p><u>Sustainability:</u> Sustainability in film &amp; film music production</p> <p><u>Character:</u> Listening; Planning &amp; Organisation; Risk- taking; Analysis and evaluation</p>	<p><u>STEM:</u> Use of technology to create video game music. How music and sound effect needs to link to the coding of computer game visuals and physics to support the product effectively.</p> <p><u>Sustainability:</u> Climate change and video gaming – what is the impact?</p> <p><u>Character:</u> Planning &amp; Organisation; Listening; Creating, Imagining, Innovating; Respect, Responsibility, Kindness</p>	<p><u>Milton Keynes:</u> Minimalism &amp; expressionism in local art, architecture, and music</p> <p><u>STEM:</u> How technology and science began to shape music in new ways in the 20th century. Use of metrical displacement to develop musical ideas.</p> <p><u>Character:</u> Risk- taking; Creating, imagining, innovating; Planning &amp; Organisation; Respect, Responsibility &amp; Kindness</p>	<p><u>Milton Keynes:</u> Links to local musician and venues where popular music is performed, e.g. The Stables, MK11, MK Theatre.</p> <p><u>Sustainability:</u> Looking at popular musicians who are trying to lessen the impact of their industry on the worlds environment.</p> <p><u>Character:</u> Planning &amp; Organisation; Problem-solving; Listening &amp; Communicating; Creating, Imagining, Innovating; Respect, Responsibility &amp; Kindness.</p>
Learning End Points	<p><b>Dance Music</b></p> <p>By the end of this unit students will know and understand:</p> <ul style="list-style-type: none"> <li>➤ The connection between the steps, movement and formation of dances and the inter-related</li> </ul>	<p><b>Soundtracks</b></p> <p>By the end of this unit students will know and understand:</p> <ul style="list-style-type: none"> <li>➤ How music can enhance the visual images and dramatic impact of film.</li> <li>➤ How music can reflect</li> </ul>	<p><b>Computer Game Music</b></p> <p>By the end of this unit students will know and understand:</p> <ul style="list-style-type: none"> <li>➤ The various ways in which music is used within a range of computer and video</li> </ul>	<p><b>New directions</b></p> <p>By the end of this unit students will know and understand:</p> <ul style="list-style-type: none"> <li>➤ Changes in twentieth century music and how composers ‘broke away’ from late-Romantic ideals.</li> </ul>	<p><b>What makes a good song?</b></p> <p>By the end of this unit students will know and understand:</p> <ul style="list-style-type: none"> <li>➤ The different textual and structural elements of a song/popular song.</li> </ul>

	<p>musical features within the music that accompanies them.</p> <ul style="list-style-type: none"> <li>➤ How different dance music genres use different time signatures and metres and how these relate to the dance.</li> <li>➤ How dance music is chiefly made up of primary chords, using chords I, IV, V, V7 and seventh chords in a range of simple major and minor keys.</li> <li>➤ How different dances use characteristic dance rhythms within their music.</li> <li>➤ Describe the different accompaniment patterns and textures in dance music from different times and places.</li> </ul>	<p>the emotional and narrative messages of the drama.</p> <ul style="list-style-type: none"> <li>➤ How timing is a crucial factor in the composition and performance of music for film.</li> <li>➤ How film music can change the viewer's interpretation of a scene.</li> <li>➤ How to create an effective musical narrative for a film scene, using appropriate techniques to create an intended effect.</li> </ul>	<p>games from different times.</p> <ul style="list-style-type: none"> <li>➤ Common compositional and performance features used in computer and video game music.</li> <li>➤ How to vary, adapt and change a melody (character theme) for different atmospheres/ scenarios.</li> <li>➤ The importance of sound effects and how these are used at certain cues to enhance gameplay within a computer or video game.</li> </ul>	<ul style="list-style-type: none"> <li>➤ That twentieth century music consisted of many different types, styles, movements and genres.</li> <li>➤ How minimalist composers develop pieces from small starting points.</li> <li>➤ The compositional and serialist techniques used by expressionist composers.</li> <li>➤ How to Manipulate motifs, cells and note/tone rows using a variety of musical development techniques.</li> </ul>	<ul style="list-style-type: none"> <li>➤ How to use the different musical information given on a lead sheet in creating a Musical Arrangement of a Popular Song.</li> <li>➤ How to distinguish between riffs, structure, lyrics and melody in songs and describe their use.</li> <li>➤ How to perform a part within a group arrangement of a popular song</li> <li>➤ That melodies can be disjunct &amp; conjunct and will be able to identify this.</li> <li>➤ The common instruments used within popular songs.</li> <li>➤ How to create lyrics, chords, drum patterns, basslines and other textural layers for an original song.</li> </ul>
<p><b>Key Vocabulary</b></p>	<p>Dance Music from Different times and places.  Accompaniment Patterns in Dance Music  Rhythms in Dance Music  Texture: Melody and Accompaniment  Primary Chords (I, IV, V, V7)  Simple and Compound Time Signatures (2/4, 3/4,</p>	<p>Leitmotif  Soundtrack Theme Song  Mickey-Mousing  Concord/Discord  (Chromatic) Sequencing  Storyboard  'Borrowed' Music  Music-Spotting  Interval of a 5<sup>th</sup>  Click Tracks/Timing  Theme  Sound Effects</p>	<p>Sound Effect  Chiptune/8-Bit Music  Synthesiser  Sampling  Soundtrack  Music Technology  Orchestra  Cues  Ground Theme  Decision Motif  Jumping Bass Line  Disjunct</p>	<p>Chromaticism  Dissonance and Discords  Timbre and Sonority  Minimalism  Motif/Cell  Rhythmic Motif  Melodic Motif  Phase Shift  Phase In/Out  Metamorphosis  Additive Melody</p>	<p>Popular Song Structure:  Introduction (intro)  Verse(s)  Strophic  Link  Pre-Chorus  Chorus  Bridge/Middle 8  Coda (outro)  Lyrics  Hook  Riff  Melody  Counter-Melody</p>

	4/4, 6/8)	Motif Timbre/Sonority Musical Clichés Diegetic and Non- Diegetic Music.	Staccato Articulation Chromatic Movement Syncopation Character Theme/Motif Leitmotif Orchestration Timbre/Sonority Texture Pitch Dynamics Tempo.	Isorhythmic Overlap Augmentation Diminution Retrograde Inversion Retrograde Inversion Tones and Semitones	Texture Chords Accompaniment Bass Line Lead Sheet Arrangement Cover Version  Melodic Motion: Conjunct Disjunct Range Instruments Drum Groove Lyrics Bassline Chords
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