Music Year 9 Curriculum End Points and key vocabulary

	Autumn Term 1	Autumn Term 2	Spring Term 1	Spring Term 2	Summer Term 1	Summer Term 1
Unit of Work	**Dance Music**	**Soundtracks**	**Computer & Video Game Music**	**Samba**	**New Directions**	**What Makes a Good Song?**
Ethos Links	Milton Keynes: Local businesses where dance music is popular. STEM: 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. Sustainability: How dance music events are adapting to sustainability, links to eco-festivals.	Milton Keynes: Links to local film & production studios. Film music linked to local topics e.g. Bletchley Park & the Imitation Game STEM: Technological requirements when producing music for film and TV. How the style has developed as technology has advanced. Sustainability: Sustainability in film & film music production Character: Listening; Planning & Organisation; Risk-taking; Analysis and evaluation	STEM: 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. Sustainability: Climate change and video gaming – what is the impact? Character: Planning & Organisation; Listening; Creating, Imagining, Innovating; Respect, Responsibility, Kindness	Milton Keynes: Links to Milton Keynes Carnival and its similarities/differences to Carnival in Brazil. Sustainability: Understanding how less developed/third world countries create, access, and engage with music in diverse ways. Character: Listening & communicating; Planning & Organisation; Perseverance; Kindness, Respect, Responsibility.	Milton Keynes: Minimalism & expressionism in local art, architecture, and music STEM: How technology and science began to shape music in new ways in the 20th century. Use of metrical displacement to develop musical ideas. Character: Risk-taking; Creating, imagining, innovating; Planning & Organisation; Respect, Responsibility & Kindness	Milton Keynes: Links to local musician and venues where popular music is performed, e.g. The Stables, MK11, MK Theatre. Sustainability: Looking at popular musicians who are trying to lessen the impact of their industry on the worlds environment. Character: Planning & Organisation; Problem-solving; Listening & Communicating; Creating, Imagining, Innovating; Respect, Responsibility & Kindness.
Knowledge End Points By the end of this unit students will know and understand:	**Dance Music** The connection between the steps, movement and formation of dances and the inter-related	**Soundtracks** How music can enhance the visual images and dramatic impact of film and can reflect the	**Computer Game Music** The various ways in which music is used within a range of computer and video	**Samba** How instruments, structures and textures are used in Samba How to perform as	**New directions** Changes in twentieth century music and how composers 'broke away' from late-Romantic ideals.	**What makes a good song?** The different textural and structural elements of a song/popular song.

	musical features within the music that accompanies them. How different dance music genres use different time signatures and metres and how these relate to the dance. 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. How different dances use characteristic dance rhythms within their music. Describe the different accompaniment patterns and textures in dance music from different times and places.	emotional and narrative messages of the drama. How timing is a crucial factor in the composition and performance of music for film. How film music can change the viewer's interpretation of a scene. How to create an effective musical narrative for a film scene, using appropriate techniques to create an intended effect.	games from different times. Common compositional and performance features used in computer and video game music. How to vary, adapt and change a melody (character theme) for different atmospheres/scenarios. The importance of sound effects and how these are used at certain cues to enhance gameplay within a computer or video game.	part of a larger ensemble understanding key roles of performers and different instruments and the relationship between these and the effect this has on the music Use rhythmic features such as ostinato, cyclic rhythms, polyrhythms, call and response and syncopation when performing and improvising	That twentieth century music consisted of many different types, styles, movements and genres. How minimalist composers develop pieces from small starting points. The compositional and serialist techniques used by expressionist composers. How to Manipulate motifs, cells and note/tone rows using a variety of musical development techniques.	How to use the different musical information given on a lead sheet in creating a Musical Arrangement of a Popular Song. How to distinguish between riffs, structure, lyrics and melody in songs and describe their use How to perform a part within a group arrangement of a popular song That melodies can be disjunct & conjunct and will be able to identify this The common instruments used within popular songs. How to create lyrics, chords, drum patterns, basslines and other textural layers for an original song.
Key Vocabulary	Dance Music from Different times and places. Accompaniment Patterns in Dance Music Rhythms in Dance Music Texture: Melody and	Leitmotif Soundtrack Theme Song Mickey-Mousing Concord/Discord (Chromatic) Sequencing Storyboard 'Borrowed' Music Music-Spotting	Sound Effect Chiptune/8-Bit Music Synthesiser Sampling Soundtrack Music Technology Orchestra Cues Ground Theme	Call and Response, Cyclic Rhythm, Improvisation, Ostinato, Percussion, Polyrhythm, Polyrhythmic Texture, Pulse, Rhythm, Syncopation, Sambista, Intro,	Chromaticism Dissonance and Discords Timbre and Sonority Minimalism Motif/Cell Rhythmic Motif Melodic Motif Phase Shift Phase	Popular Song Structure: Introduction (intro) Verse(s) Strophic Link Pre-Chorus Chorus Bridge/Middle 8 Coda (outro) Lyrics

	Accompaniment Primary Chords (I, IV, V, V7) Simple and Compound Time Signatures (2/4, 3/4, 4/4, 6/8)	Interval of a 5th Click Tracks/Timing Theme Sound Effects Motif Timbre/Sonority Musical Clichés Diegetic and Non-Diegetic Music.	Decision Motif Jumping Bass Line Disjunct Staccato Articulation Chromatic Movement Syncopation Character Theme/Motif Leitmotif Orchestration Timbre/Sonority Texture Pitch Dynamics Tempo.	Groove, Break, Mid-Section, Coda, Instruments of Samba: Surdo, Repinique, Tamborim, Chocolo, Reco-Reco, Apito, Agogo Bella, Caixa de Guerro	In/Out Metamorphosis Additive Melody Isorhythmic Overlap Augmentation Diminution Retrograde Inversion Retrograde Inversion Tones and Semitones	Hook Riff Melody Counter-Melody Texture Chords Accompaniment Bass Line Lead Sheet Arrangement Cover Version Melodic Motion: Conjunct Disjunct Range Instruments Drum Groove Lyrics Bassline Chords