Music KS3 Intent - Long Term Plan/Overview

The aim of the KS3 music curriculum at Queensbridge is to engage pupils with the opportunity to perform on several different instruments and voice, to compose by using devices such as chord sequences, melody, improvisation and riffs, both on instruments and using music ICT, and to analyse music that they hear. Music will also promote independence through the development of rigorous practise skills, and by giving pupils ownership of their own projects.

By the end of KS3, pupils should understand:
- The elements of music, and how they can be used to develop a musical idea.
- How to describe a piece of music that they are listening to.
- How to prepare a fluent, accurate and expresssive performance on an instrument, and what makes a good performance
- How to perform in an ensemble, developing a sense of pulse and knowledge of how to keep in time with others.
- How to use a DAW, including inputting, copying, pasting, quantizing, editing, structuring.
- How to use compositional conventions (riffs, chords, drone, melody, ostinato).

Year 7: How does music tell our story?

Methodology:
Pupils will explore performance on a variety of instruments and voice, both as soloists and ensembles. They will compose a melody, group soundscape and experiment with different scales. They will explore how to use the elements of music when describing music.

KS4 Skills:
Performance (Fluency/ensemble)
Elements of music

Content:
Keyboard and ukulele skills – practical
Samba workshop – practical
Singing – practical
Melody writing
Analysis using the elements of music
Composition using the elements of music.

Year 8: How can I make music my own?

Methodology:
Pupils will build on their performance skills using the 12 bar blues, including improvisation. They will learn to play the Mountain King melody and then use Reason software to create a cover version/remix of the melody.

KS4 Skills:
Sequencing music using a DAW
Elements of music.
Developing musical ideas.

Content:
The 12 Bar Blues,
Reason software,
The Mountain King melody (accidentals)
Creating a cover version.
Analysis using the elements of music

Year 9:How does music affect a gamer?

Methodology:
- Pupils will understand how to create a chord sequence and matching bass line.
- Pupils will explore how music can be used to create and change the atmosphere in a computer game.
- Pupils will explore the use of devices and elements such as ostinato, drone, and texture and various other compositional devices.
- Pupils will continue to develop knowledge of how to create music on Reason.

KS4 Skills:
- Composing to a brief.
- Using Reason software.
- Performance skills.
- Compositional devices

Content:
- Creating gaming music
- Analysing gaming music
- Sequencing skills on Reason.