



Music KS3 Intent

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 also to analyse music that they hear. Music will also promote independence through the development of rigorous practise skills, and also giving pupils ownership of their own projects.

By the end of KS3, pupils should have an understanding of:

- 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 performance on an instrument (normally keyboard)
- How to perform in an ensemble
- How to use music ICT.
- How to use simple compositional conventions: riffs, chords, drone, ostinato.

Year 7

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

Methodology:

Pupils will learn all the elements of 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 ICT
Elements of music.
Developing musical ideas.

Content:

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

Year 9

Methodology:

Pupils will explore how music can be used to create and change the atmosphere in a computer game. They will explore the use of devices and elements such as ostinato, drone, and texture and various other compositional devices. They will then choose a piece from their performance booklet and prepare it for performance.

KS4 Skills:

Composing to a brief.
Using Reason software.
Performance skills.

Content:

Creating gaming music
The Y9 performance challenge
Analysing gaming music