

Curriculum Overview

Subject: Music

Year Group: 9

Term 1		Term 2		Term 3	
MU31	MU32	MU31	MU32	MU31	MU32
Hip-Hop	Music of the Decades	Songwriting	World Music – Taiko & Bhangra	Solo Performing	Chase Award – The Classical Era
Students look at the history of hip-hop and grime and see how music can be pulled to extremes. Students compose their own song using samples to which they add their own harmonies and layers.	Students follow the rise of genres – particularly pop – and the 4-chord song structure through each decade starting at 1960's going through to present day. Students learn the 4-chord song on a chosen instrument and perform a mash-up.	Students will have free-reign to compose a song in any genre showing all the composing and computer skills they have learned throughout their KS3 course.	Students will study the marshal art of Taiko drumming and the cultural progression of Bhangra including history and roots. Students will perform on drums.	Students will perform a solo on their chosen instrument. They will learn, practice, rehearse and perform the piece they have chosen. Students will also study some of the major solo recording artists from the 20 th & 21 st Centuries.	Students study keyboard skills independently using the Chase Award graded booklet. Students are expected to take the test at the end of each learnt piece. Students will also learn about music and instruments from the Classical era (1750 – 1820)
Assessment: QPG and composing mark scheme for computer compositions and bounce of final MP3 with rap	Assessment: Performing against QPG mark scheme for small group mash ups of the 4-chord song on various instruments	Assessment: QPG and composing mark scheme based on small group music composition final recording	Assessment: Performing against QPG mark scheme for group performance using drumming and choreography	Assessment: Performing against QPG mark scheme for solo performance	Assessment: Independent target setting and spread performance tests over the whole project length on keyboard & end of year test