

Year 9 Music Curriculum Map

Overview	To continue to foster a love of music, by developing links with their own music and unknown music by continuing:- To develop skills in performing especially in ensemble performing To further develop skills in composing and arranging making use of technology available To experience how music technology has shaped the music of today To utilize the knowledge of musical elements and to be able to use the correct musical vocabulary in preparation for the future. "Music is a moral law. It gives soul to the universe, wings to the mind, flight to the imagination, and charm and gaiety to life and to everything." Plato					
Year 9	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Topic	Blues Music Project (AOS2)	Blues into Hip Hop (AOS4)	Music for Film Action and Horror (AOS3)	Making an Arrangement - Billy Jean (AOS4)	Dance Music and composing a Re-Mix (AOS4)	Music for Media - Gaming (Links with AOS 3)
Knowledge	12 bar blues Blues scale, walking bass, vamps, and improvisation	Development of blues into Hip Hop, history and prominent arts, social implications, lyrics and RAP, musical structures	Use of Leitmotif (jaws, James Bond etc) Use of Storyboard, sound effects, origins of effects	Different genres/ changes of instrumentation/music al devices,	History of dance music, links with Blues and Hip Hop	Links with film music (leitmotif, use of story boards, sound effects) Writing to a brief (Component 2 GCSE music)
Skills	Performing Improvising	Writing poetry and narrative Writing prominent bass lines Creating Hip hop beat Composing	Composing using a storyboard as a structural device	Focus on riff, accompaniment, basslines, use of melody - links to band project year 8 and songwriting skills	Composing music using Mixcraft using MIDI,and Audio clips, looping, creating original samples, mixing and exporting Revising riffs, ostinato, basslines and melodic devices	Using knowledge learnt in re-mix project and Music for Action and Horror