









Key Stage 3 Curriculum Journey: MUSIC The curriculum in music will be accessible for all, will help develop practical skills in a range of instruments and technology and provide students with a creative outlet to express themselves.

YEAR 7 CURRICULUM JOURNEY						
	Half Term 1	Half Term 2	Half Term 3	Half Term 4	Half Term 5	Half Term 6
Topic						
	Find Your Voice	Composing for Animation	Ukulele Skills	Guitar Skills	Liverpool Soundscapes	Video Game Music
Key Knowledge, Skills & Understanding	<ul style="list-style-type: none"> Develop confidence around using voices to explore and recreate music To engage all students with singing in the classroom setting To enable students to create music using methods (vocalising and mobile technology) that are immediately accessible to them and are fully inclusive 	<ul style="list-style-type: none"> Learn to compose melodies and rhythms that match the animation's story and mood. Understand how to structure music for different scenes, such as action or emotional moments. Explore how music enhances pacing and atmosphere, making the animation more engaging and dynamic. 	<ul style="list-style-type: none"> Learn how to form, structure, and transition between chords. Practice and perform in both whole-class and smaller group settings. Familiarise themselves with key terminology related to this topic and the wider subject. 	<ul style="list-style-type: none"> Pupils will extend their chordal knowledge and make links back to ukulele chord formations Pupils learn and perform in whole-class and smaller group scenarios. Focus on the accurate transition between chords with an increasing sense of accuracy, timing and rhythmic execution 	<ul style="list-style-type: none"> Explore the music of Liverpool, learning about its history, key genres (e.g., Merseybeat), and influential artists, and develop skills to perform songs from this rich musical heritage. 	<ul style="list-style-type: none"> Explore the importance of Melody, Harmony, Arrangement, Music Theory within a technology platform Pupils will be able to distinguish aurally, verbally and practically between styles of video gaming music Learn about and apply the core knowledge and understanding of BPM, layering, cues, metronome, instrumentation, themes and leitmotif
KS3 National Curriculum Links	<p>Pupils will:</p> <ul style="list-style-type: none"> Perform, listen to, review and evaluate singing across a range of historical periods, genres, styles and traditions. Learn to sing and to use their voices, to create and compose music on their own and with others. 	<p>Pupils will:</p> <ul style="list-style-type: none"> Perform, listen to, review and evaluate well known animations and how they make use of DR SMITH (Elements of music) Learn to perform and to use the keyboard as an instrument, to create and compose music independently. 	<p>Pupils will:</p> <ul style="list-style-type: none"> Play and perform confidently in a range of solo and ensemble contexts using the ukulele, playing instruments musically, fluently and with accuracy and expression. Improvise and compose; and extend and develop musical ideas. 	<p>Pupils will:</p> <ul style="list-style-type: none"> Play and perform confidently in a range of solo and ensemble contexts using their voice, playing the guitar musically, fluently and with accuracy and expression. Improvise and compose extended ideas. 	<p>Pupils will:</p> <ul style="list-style-type: none"> Understand and explore how Popular music is created, produced and passed on. Listen with increasing discrimination to a wide range of music influenced by the musicians of Liverpool. Develop a deepening understanding of the music that The Beatles performed, and its history. 	<p>Pupils will:</p> <ul style="list-style-type: none"> Understand the role of gaming music, how it is created, produced and communicated Listen with increasing discrimination to a wide range of music for this style to identify common techniques




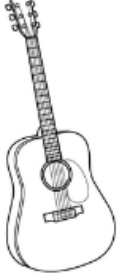


A Commitment to Excellence





MAPs

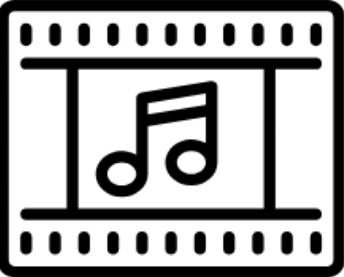



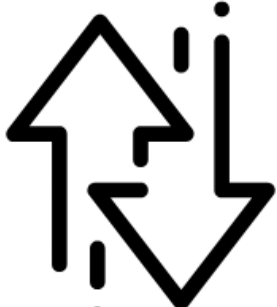
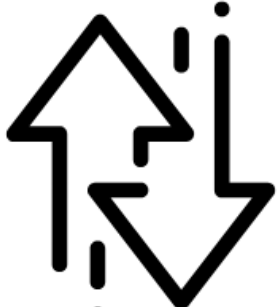
One practical performance-based MAP per half term based on the focus topic.

YEAR 8 CURRICULUM JOURNEY						
	Half Term 1	Half Term 2	Half Term 3	Half Term 4	Half Term 5	Half Term 6
Topic						
	The 'Great' Remix	The Blues	Soundtracks and Scores	Level up your Guitar!	Rock 'n' Roll	Pictures at an Exhibition
Key Knowledge, Skills & Understanding	<ul style="list-style-type: none"> Pupils recall skills from the video gaming topic to springboard their understanding Focus on the development of individual compositional skills using technological platform of garageband Making links between music from the romantic period and modern day remix 	<ul style="list-style-type: none"> Pupils will explore the cultural and musical significance of blues music, learning about its recognised structure, including the 12-bar blues, 7th chords, and the role of improvisation in creating authentic blues performances. 	<ul style="list-style-type: none"> Pupils will learn about the role of film music, including how leit motifs are used to represent characters or themes, and how foreground music and underscoring enhance the emotional impact and narrative of a film. 	<ul style="list-style-type: none"> Pupils will extend their chordal knowledge and make links back to guitar chord formations and the year 7 skills from the guitar unit. Pupils learn and perform in whole-class and smaller group scenarios. Focus on the accurate transition between chords with an increasing sense of accuracy, timing and rhythmic execution 	<ul style="list-style-type: none"> Pupils will explore the genre's origins, key artists, and key elements like 12-bar blues and seventh chords. They will develop keyboard skills by playing rock and roll riffs, accompaniments, and lead lines, and practice improvisation and chord transitions to capture the energetic sound of the genre. 	<ul style="list-style-type: none"> In the Pictures at an Exhibition unit, pupils will explore how Mussorgsky uses music to represent visual art. They will learn to translate imagery and emotions from pictures into music, using similar techniques in their own compositions to create mood and story through sound.





KS3 National Curriculum Links	<p>Pupils will:</p> <ul style="list-style-type: none"> • Compose and arrange confidently focusing on the core knowledge of remix • Improvise and compose; and extend and develop musical ideas over time 	<p>Pupils will:</p> <ul style="list-style-type: none"> • Play and perform confidently in a range of solo and ensemble contexts. • Improvise and compose; and extend and develop musical ideas. 	<p>Pupils will:</p> <ul style="list-style-type: none"> • Have the opportunity to learn to use technology appropriately. • Improvise and compose; and extend and develop musical ideas by drawing on a range of musical structures, styles and genres. 	<p>Pupils will:</p> <ul style="list-style-type: none"> • Have the opportunity to learn to perform on the guitar with an increased sense of skill 	<p>Pupils will:</p> <ul style="list-style-type: none"> • Learn to sing, recreate and compose music on their own and with others. • Understand and explore how this type of music is created. • Play and perform confidently. 	<p>Pupils will:</p> <ul style="list-style-type: none"> • Learn to perform and compose music on their own and with others. Understand and explore how music is created. • Play and perform confidently. • Improvise and compose.
MAPs	One practical performance-based MAP per half term based on the focus topic.					

YEAR 9 CURRICULUM JOURNEY						
	Half Term 1	Half Term 2	Half Term 3	Half Term 4	Half Term 5	Half Term 6
Topic						
	Soundtracks 1	Extended Keyboard Skills	EDM 1	EDM 2	Weekly Wonders 1	Weekly Wonders 2





Key Knowledge, Skills & Understanding	<p>Pupils will learn how music enhances movies by setting the mood, building tension, and supporting the story. They will explore famous film scores, discovering how composers use music to match the action on screen. Create their own musical ideas for a film, experimenting with sounds to convey different emotions and scenes.</p>	<ul style="list-style-type: none"> Students work on showcasing their developing musical instrumental skills on keyboard. Pupils must demonstrate resilience, response to cues, timing, fluency, adaption, accuracy & dexterity. Extended focus is on independent playing of right and left hand. 	<ul style="list-style-type: none"> Learn the structure of an EDM track, create drum patterns, and design synthesised sounds and loops using software instruments. Explore the use of effects and basic mixing techniques, while arranging and composing their own EDM tracks with a focus on rhythm and timing. 	<ul style="list-style-type: none"> Learn the structure of an EDM track, create drum patterns, and design synthesised sounds and loops using software instruments. Explore the use of effects and basic mixing techniques, while arranging and composing their own EDM tracks with a focus on rhythm and timing. 	<ul style="list-style-type: none"> In the Weekly Wonder Music Lessons, pupils will explore different musical styles, develop composition and performance skills, and learn about rhythm, melody, and harmony. They will use instruments and technology to create and perform music and build confidence in expressing themselves musically. 	<ul style="list-style-type: none"> In the Weekly Wonder Music Lessons, pupils will explore different musical styles, develop composition and performance skills, and learn about rhythm, melody, and harmony. They will use instruments and technology to create and perform music and build confidence in expressing themselves musically.
KS3 National Curriculum Links	<p>Pupils will:</p> <ul style="list-style-type: none"> Learn to accurately perform and compose music on their own and with others. Understand and explore how film music is created. Play and perform confidently. 	<p>Pupils will:</p> <ul style="list-style-type: none"> Learn to sing and create and compose music on their own and with others. Understand and explore how music is scored across a variety of notations. 	<p>Pupils will:</p> <ul style="list-style-type: none"> Develop composition skills through the use of technology, allowing them to create, arrange, and produce original music using electronic instruments and software, developing their aural awareness. 	<p>Pupils will:</p> <ul style="list-style-type: none"> Develop composition skills through the use of technology, allowing them to create, arrange, and produce original music using electronic instruments and software, developing their aural awareness. 	<p>Pupils will:</p> <ul style="list-style-type: none"> Develop skills in composing, performing, and listening, exploring different musical styles and using technology to create music, in line with the National Curriculum for Music. 	<p>Pupils will:</p> <p>Develop skills in composing, performing, and listening, exploring different musical styles and using technology to create music, in line with the National Curriculum for Music.</p>
MAPs	<p>One practical performance-based MAP per half term based on the focus topic.</p>					

