

Scheme of Work - Progression

Music

Year 9 / 4ème

NB: Music lessons take place during one semester only (Sept-Feb or Feb-July).

Units may not be taught in the exact order as written below.

Music and Film

In this unit, students explore the function of music in relation to moving images. They investigate the use of leitmotifs to represent characters and situations and how these can be developed to respond to dramatic shifts and changes.

Music and Dance

This unit explores the function of rhythm, melody, harmony and metre in one or more dance styles. The emphasis throughout the unit is on the characteristic rhythms, time signatures and metre, as well as harmonic and textural features in a range of dance music from different times and places.

Keyboard Skills

In this unit, students revisit and build upon their understanding of the keyboard from previous years, including treble and bass clef notation with accidentals and ledger lines, as well as more complex rhythm notation.

Women in Music

This unit aims to highlight the role of women in the music industry by highlighting discrepancies and stereotypes amongst different roles within the industry.

Game Music

The unit looks at character themes in computer and video game music and how these can be developed for different atmospheres and scenarios in computer and video games. Some characteristic features of computer and video game music are explored, in addition to the use of sound effects to match common actions and cues within games.