

What are the aims and intentions of this curriculum?

The Y8 Music curriculum enables the progression of performance, composition, listening and appraising. Students learn about riffs, scales and chords, leitmotif, extended chords and rhythmic patterns through the study of Pop Music, Diatonic Composition and Games Music. Students will be given the opportunity to play instruments during lessons, encouraged to develop their skills, knowledge and understanding through practical application.

Term	Topics	Knowledge covered	Skills developed	Assessment
Autumn	Pop Music	<p>Learn about the musical characteristics of pop music including scales & chords, melody, riffs, bass lines & grooves.</p> <p>Students gain an understanding of key vocabulary related to popular music gaining skills in becoming more confident to recognise the different components of a pop song.</p> <p>To learn how to read rhythmic syncopation, bass clef and ledger lines in order to perform elements of pop songs on the keyboards</p>	<p>Performance: melody & chords of a pop song, for example George Ezra Budapest</p> <p>Theory: syncopation, dotted rhythms, tied notes, writing chords on treble clef</p> <p>Composition: create an 8 bar chord sequence</p>	<p>Composition/Performance of a melody & chords</p> <p>Listening exercises covering key terminology/ characteristics of pop music</p> <p>Theoretical understanding in completion of low stakes quiz mini tests</p>
Spring	Diatonic Composition	<p>To understand which chords can be used in any given key and why this makes music diatonic.</p> <p>To recognise when a melody fits with a chord sequence and is therefore diatonic.</p> <p>To learn how to write a chord sequence and notate it in bass clef</p> <p>To compose a piece of music which is 8 bars long, including a melody in treble clef and chords in bass clef</p>	<p>Performance: primary & secondary chords, in different inversions where possible and a diatonic melody.</p> <p>Theory: major scales, primary & secondary chords, dominant 7th chords, chord inversions, chord sequences and cadences, bass clef, revision of treble clef, key terminology</p> <p>Composition: chord sequences with cadences</p>	<p>Composition/Performance: of chord sequences with cadences, diatonic melodies</p> <p>Listening exercises covering key musical terminology of the elements</p> <p>Theoretical understanding of chords, bass clef notation</p>
Summer	Gaming Music	<p>Learn how composers use motifs to represent character & settings</p> <p>Gain knowledge of the function of music within video games and understanding of how leitmotif is used to represent character</p> <p>Compose and perform melodies using bass and treble clef notation, including dotted rhythms and triplets</p>	<p>Performance: play existing melodies from popular games to help appreciate characteristics. prepare, rehearse and perform 2 contrasting themes for protagonist and antagonist characters</p> <p>Theory: major & minor scales, diatonic & chromatic chords, triplets, dotted rhythms, articulation</p> <p>Composition: leitmotif for protagonist & antagonist characters</p>	<p>Composition/Performance: of leitmotif</p> <p>Listening exercises covering key musical terminology of the elements</p> <p>Theoretical understanding of rhythm, pitch, effective leitmotif</p> <p>End of year exam</p>