MUSIC – Y9

MAGHULL HIGH SCHOOL – CURRICULUM MAP

HALF TERM 6 JUNE – JULY	Lesson 1	Lesson 2	Lesson 3	Lesson 4	Lesson 5	Lesson 6
TOPIC (S) **Careers in Performing Arts - Music**	Objective: Introduction to Digital Audio Workstations (DAW) and using these to record a short piece of audio.	Objective: Recap of DAWs; manipulation of recorded audio using a range of different effects.	Objective: Continue to explore the use of effects with created audio. Record and manipulate a second audio track.	Objective: Introduction to assessment task; using at least 2 short recorded ideas create an ostinato that could be used in a piece of music.	Objective: Continued development and refinement of ideas against success criteria.	Objective: Further refinement and final submitted assessment
Knowledge & Skills development	- Students develop their understanding of industry standard Digital Audio Workstations (DAW) - Students develop these skills from prior units (Minimalism, Film Music) - Students develop skills of recording music that may be used outside of the music classroom. - Students develop their appraising skills looking at the conventions and features of a particular style of music					
Assessment / Feedback Opportunities	Formative teacher assessment	Formative teacher assessment	Formative teacher assessment	Formative teacher assessment – class performance	Formative teacher and peer assessment - verbal	Formative teacher assessment – class performance
Cultural Capital	- Use of George Martin and the Beatles to gain an understanding of recording skills and processes - Use of standard notation to aid understanding of wider musical knowledge					
SMSC / Promoting British Values (Democracy, Liberty, Rule of Law, Tolerance & Respect)	- Students work in pairs to develop a two part musical performance, requiring resilience and teamwork - Students have to both perform and respond to other students performances, so need to do so in a respectful manner					
Reading opportunities	- Mortimer Rhind-Tutt – *Music Technology from Scratch* - Rockschool Music Production Grade 1 - Dan Hosken – *An Introduction to Music Technology*					
Key Vocabulary	Click Count-in Panning Automation Chorus EQ Phaser Peaking					
Digital Literacy	Extension activity – Make use of more Logic (industry standard software) on Macs. Firefly resources					
Cross-curricular links	ICT – how are the systems and software used in Music production similar to those used in ICT Drama/Dance – the skills developed in this unit of work are vital for editing and manipulating pieces of music for a performance.					
Careers	What does a sound-designer do?					