

KS4 Music Curriculum - BTEC level 1/2 First Award in Music

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	HT 1 – Sequencing skills	HT2 - Sequencing Skills	HT 3 - Performance Skills **Home Learning**	HT 4 - Performance skills **Home Learning**	HT 5 - Musical Theatre Performance **Adapted**	HT 5 - Musical Theatre Performance **Adapted**
	<u>Audio</u>	<u>Mix down Techniques</u>	<u>Stylistic and Interpretive Qualities</u>	<u>Preparing for a Performance</u>	<u>The Basics Reworked</u>	<u>Planning and Preparation</u>
	<ul style="list-style-type: none"> Adding midi and audio tracks Cut, copy and Paste Midi input <p style="text-align: center;"><u>Midi</u></p> <ul style="list-style-type: none"> Input -keyboard, mouse, live Editing - Velocity, Duration, Pitch Looping <p style="text-align: center;">Tier 3: Velocity and pitch</p>	<ul style="list-style-type: none"> Panning Levels Effects - Distortion Bouncing a track - .mp3, .wav How to guide of sequencing techniques <p style="text-align: center;">Tier 3: Distortion and Reverb</p>	<ul style="list-style-type: none"> Rhythm and timing Following and accompaniment Vibrato Breath control Posture Placement Rehearsal techniques <p style="text-align: center;">Tier 3: Technique and Skill</p>	<ul style="list-style-type: none"> Song choice and performing to a brief Target setting Rehearsal logs Evaluating strengths and areas for development Technical and interpretive skills <p style="text-align: center;">Tier 3: Evaluate and Technical</p>	<ul style="list-style-type: none"> Rhythm - note values Scales - Major, minor Chords - Triads, inversions Ensemble skills - non verbal communication, rhythm, timing and pulse Harmony basics - vocal focus Intervals <p style="text-align: center;">Tier 3: Rhythm and Scale</p>	<ul style="list-style-type: none"> Planning - location, venue, cost, availability of equipment and performers Get in and get out - setting up equipment, stage plans Using a P.A system Reviewing strengths and weaknesses <p style="text-align: center;">Tier 3: Logistics and P.A system</p>
Year 9						
	HT 1 Unit 2: Managing a Music Product	HT 2 Unit 2: Managing a Music product	HT 3 - Unit 2 **Adaptation**	HT 4 - Unit 7 - Music Sequencing **Adaptation**	HT5 – Music Sequencing **Adaptation**	HT 6 – Music Sequencing **Adaptation**
	<u>LA:A - Plan, Develop and Deliver a Music Product</u>	<u>LA:B - Promotional material</u>	<u>LA:B - Promotional material</u>	**Resubmission of Unit 2** LA:A - Explore Music Sequencing Techniques	<u>LA:B - Use Music Software To Create Music</u>	<u>Mix down Techniques</u>
	<ul style="list-style-type: none"> Planning based on a brief Venues Planning considerations Draft plan/ideas Venue comparison Meeting minutes <p style="text-align: center;">Tier 3: Target Audience and Theme</p>	<ul style="list-style-type: none"> Promotional materials Industry practice Social media and advertising <p style="text-align: center;"><u>Continuation of LA:A</u></p> <ul style="list-style-type: none"> Role development Stage plans Setting up equipment Schedules <p style="text-align: center;">Tier 3: Development and P.A System</p>	<ul style="list-style-type: none"> Promotional materials Industry practice Social media and advertising <p style="text-align: center;"><u>LA:C - Evaluating a Music Product</u></p> <ul style="list-style-type: none"> Role development Stage plans Setting up equipment Schedules <p style="text-align: center;">Tier 3: Analyse and evaluate</p>	<p style="text-align: center;"><u>Audio</u></p> <ul style="list-style-type: none"> Adding midi and audio tracks Cut, copy and Paste Midi input <p style="text-align: center;"><u>Midi</u></p> <ul style="list-style-type: none"> Input -keyboard, mouse, live, step time Editing - Velocity, Duration, Pitch, looping <p style="text-align: center;">Tier 3: Velocity and pitch</p>	<ul style="list-style-type: none"> Select sounds to fit a brief Project settings - tempo, time signatures Recording and editing - midi, real time capture, step recording Region editing - loop, copy, paste, resize and trim Event editing - position, duration, pitch and velocity <p style="text-align: center;">Tier 3: Distortion and Reverb</p>	<ul style="list-style-type: none"> Panning - stereo field, Levels - balance Effects - Distortion, delay, chorus and reverb Bouncing a track - .mp3, .wav How to guide of sequencing techniques <p style="text-align: center;">Tier 3: Distortion and Reverb</p>
Year 10						
Year 11	HT1 - Unit 5: Introducing Music Performance	HT2 - **Adaptation**	HT3 - **Adaptation**	HT4 - **Adaptation**	HT5 - **Adaptation**	HT6 **Adaptation**
	<u>LA:A - Develop Performance Skills</u>	<u>LA:A - Develop Performance Skills</u>	<u>LA:B - Use Music Performance Skills</u>	<u>LA:B - Use Music Performance Skills</u>		
	<ul style="list-style-type: none"> Selecting appropriate repertoire Long and short term targets Writing a rehearsal log Stylistic and Interpretive skills <p style="text-align: center;">Tier 3: Repertoire and Vibrato</p>	<ul style="list-style-type: none"> Rhythm and timing Following and accompaniment Vibrato Breath control Posture Placement <p style="text-align: center;">Tier 3: Intonation and Technique</p>	<ul style="list-style-type: none"> Rehearsal technique Personal management Skills development in line with targets Responding to feedback <p style="text-align: center;">Tier 3: Technical and Evaluate</p>	<ul style="list-style-type: none"> Final rehearsal and performance Evaluation of final performance <p style="text-align: center;">Tier 3: Evaluate and Justification</p>	<p>This term will be used to complete any work that students were unable to complete. Students will receive an individual action plan.</p>	<p>This term will be used to complete any work that students were unable to complete. Students will receive an individual action plan.</p>
A						
	Learning aim A: Explore creative stimuli	Learning aim A: Explore creative stimuli **Adaptations**	LA:B - Develop, extend and shape	LA:B - Develop, extend and shape	LA:B - Develop, extend and shape	Learning aim C: Present compositions
	<u>LA:A - Explore creative stimuli</u>	<u>LA:A - Explore creative stimuli</u>	<u>LA:B - Develop, Extend and Shape</u>	<u>LA:B - Develop, Extend and Shape</u>	<u>LA:B - Develop, Extend and Shape</u>	<u>LA:C - Present Compositions</u>
	<ul style="list-style-type: none"> Composing to a brief Explore musical ideas Explore starting points - melodic ideas, rhythm, chords, chord progression, harmonic systems, texture, riffs and hooks Non-musical starting points <p style="text-align: center;">Tier 3: scale and instrumentation</p>	<ul style="list-style-type: none"> Composing to a brief Explore musical ideas Explore starting points - melodic ideas, rhythm, chords, chord progression, harmonic systems, texture, riffs and hooks Non-musical starting points <p style="text-align: center;">Tier 3: scale and instrumentation</p>	<ul style="list-style-type: none"> cut and paste techniques processes e.g. canon, phasing, addition, subtraction instrumentation Textures, e.g. polyphonic, homophonic, unison, octaves, counterpoint <p style="text-align: center;">Tier 3: scale and instrumentation</p>	<ul style="list-style-type: none"> Structure - verse chorus, 12 bar blues Variation - sequence, repetition, inversion modulation voicings and inversions. <p style="text-align: center;">Tier 3: scale and instrumentation</p>	<ul style="list-style-type: none"> use of repetition and contrast - Pace, contrast <p style="text-align: center;">Tier 3: scale and instrumentation</p>	<ul style="list-style-type: none"> Stylistic conventions - recordings, MIDI and audio, tab, graphic notation, lead sheet, chord chart, accepted graphic notations Standard notation, e.g. scores <p style="text-align: center;">Tier 3: scale and instrumentation</p>
B						