



Curriculum Plans - Year 9 - Music - Academic Year 2023/24

Please find below a detailed outline of the curriculum covered in Music through Year 2023/24 in Year 9. Some topics covered my last longer than one block. This is to enable students to fully immerse themselves in the style of the music, gain a deeper understanding of the genre and to fully embed skills.

Dates28th August - 27th September (5 weeks)2nd October - 27th October (4 weeks)6th November - 15th December (6 weeks)3rd January - 2nd February (5 weeks)TopicsDance MusicSoundtracksVideo Game MusicNew DirectionsDance music takes an explorative look into rhythm, chords and metre in a variety of different types, styles and genres of dance music.SoundtracksVideo Game MusicNew DirectionsTopicsDance MusicThe unit begins with an introduction into the purpose of film music and the decisions and challenges a composer of film music faces.Video Game MusicNew DirectionsThum in the unit begins with an introduction into the purpose of film music and the decisions and challenges a composer of film music faces.Video Game music before students move on to explore ways in which Character Themes can be developed and changed for different and genres of dance musicNew movements and genres of twentieth century music: minimalism and expressionism.	12th February - 22nd March (6 weeks) Samba This unit introduces the polyrhythmic style of Latin-	2nd April - 21st June (11 weeks) What Makes a Good Song? This unit
Dance music takes an explorative look into and metre in a variety of different types, styles and exploring the character stic faces.The unit begins by looking at Character music and a composer of film the decisionsNew Directions depth exploration of takes an in- Themes in video game students move on to explore styles, genres of dance music.Directions depth the decisions a composer of film music faces.Directions depth the decisions on to explore styles, 	This unit introduces the polyrhythmic style of Latin-	Good Song?
from different times and places, students will understand the connectioncomposers have used these to characteristic musical features of game game 	American Samba and revises and revises and revisits many key concepts concerning rhythm, beat and pulse from students' learning including features such as polyrhythms, cyclic rhythms, cyclic rhythms, cyclic rhythms, cyclic rhythms, cyclic rhythms, syncopation, ostinato and call and response. The experience of performing together as a class or larger group ensemble aims to give students the exhilaration and physical impact of ensemble percussion music. During the unit, students learn about the timbres and sonorities of	begins by exploring 'What Makes a Good Song?' through practical musical investigation of two 'good' songs as case studies. Students explore Hooks/Riffs, Structure, Melody and Lyrics through listening and analysis and performing parts of each song as short musical arrangements. Students learn about the importance of Hooks and Riffs, Popular Song Structure and the various difference components/s ections within, Melodic Motion (Conjunct and Disjunct Motion) and



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	movement and	critically	of sound	within their	band, how	case studies
	formation of		effects to	work, which	Samba has	and a range of
		engage with a				
	dances and the	range of film	match	students are	influenced	other popular
	inter-related	music through	common	encouraged to	popular music	songs. Lead
	musical	listening and	actions and	explore and	and through	Sheet notation
	features within	appraising,	cues within	use in their	music theory	is used
	the music that	together with	games.	own	and dictation	throughout the
	accompanies	some		performances,	explore the	unit and
	them.	performing.	Students will:	improvisations	effect that	students are
	 Understand 		 Understand 	and	syncopation	encouraged to
	how different	Students will:	the various	compositions	has on music.	confidently
	dance music	 How music 	ways in which	to		navigate
	genres use	can enhance	music is used	get a feel "of	Students will:	around lead
	different time	the visual	within a	the style" in	 Understand 	sheets
	signatures and	images and	range of	which they are	how	evaluating
	metres and	dramatic	computer and	exploring.	instruments,	what
	how these	impact of	video games		structures and	musical
	relate to the	film and can	from different	Students will:	textures are	information is,
	dance.	reflect the	times.	 Understand 	used in	and is not,
	 Understand 	emotional and	 Understand, 	changes in	Samba	included in this
	how dance	narrative	describe and	twentieth	 Perform as 	form of
	music is chiefly	messages of	use common	century music	part of a larger	notation.
	, made up of	the	compositional	and how	ensemble	The unit ends
	primary	drama.	and	composers	understanding	with students
	chords, using	 How timing 	performance	'broke away'	key roles of	creating their
	chords I, IV, V,	is a crucial	features used	from late-	performers	own musical
	V7 and	factor in the	in computer	Romantic	and different	arrangement
	seventh chords	composition	and video	ideals.	instruments	of a
	in a range of	and	game music.	 Understand 	and the	popular song
	simple major	performance	 Understand 	that twentieth	relationship	from a Lead
	and minor	of music for	how to vary,	century music	between these	Sheet in their
	keys.	film.	adapt and	consisted of	and the effect	chosen
	• Understand	 How film 	change a	many	this has on the	style/genre.
	how different	music can	melody	different types,	music	This
	dances use	change the	(character	styles,	• Use rhythmic	concept of
	characteristic	viewer's	theme) for	movements	• Ose myunnic features such	"cover version"
	dance	interpretation	different	and genres.	as ostinato,	is explored by
	rhythms within	of a scene.	atmospheres/s	 Understand 	cyclic rhythms,	listening and
	their music.	• How to	cenarios.	and	polyrhythms,	
	 Describe the 		 Understand 		call and	examining a
	• Describe the different	create an		demonstrate how minimalist		range of different
		effective	the importance		response and	musical
	accompanimen	musical	of sound effects and	composers	syncopation	
	t patterns and	narrative for a		develop	when	arrangements
	textures in	film scene,	how these are	pieces from	performing and	of the same
	dance music	using	used at certain	small starting	improvising	song for
	from different	appropriate	cues to	points.		stylistic and
	times and	techniques to	enhance	 Know and 		elemental
	places	create an	gameplay	demonstrate		changes.
		intended	within a	the		
		effect.	computer or	compositional		Students will:
		Link to block	video game.	and serialist		Understand
		theme - The	Link to block	techniques		the different
		world around	theme -	used by		textural and
		us. Students	Better	expressionist		structural
		will be	together -	composers.		elements of a
		encouraged to	friendships.	Manipulate		song/popular
		think about	Many times,	motifs, cells		song.
		how film music	this will be a	and note/tone		Understand
		interprets the	collaborative	rows using a		and use the
		world around	unit where	variety of		different
		us through	students will	musical		musical
		choice of	be working	development		information
		instruments,	together.	techniques.		given on a



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		timbre and the musical elements. Students will listen to a variety of music that showcases places from around the world and will critically appraise it.	Students will be encouraged to think about how it is better to work collaboratively when composing music. They will also think about how gaming is a source of friendship and/or bullying.	Link to block theme - The working world. This topic fits nicely with the theme and how music has changed over time, not only breaking away from stereotypes but also looking into how technology has changed and how this affects music and its development.		lead sheet in creating a Musical Arrangement of a Popular Song. Link to block theme – Healthy body healthy mind. How does popular song contribute to a healthy body and mind?
Assessments						
Academic Theme	Planning for Tomorrow	The World around us	Better Together	The Working World	Opportunities for Everyone	Keep it Green, Keep it Clean