

Curriculum Overview – Music Technology

Year	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Y7	Learners will develop their skills in operating a Digital Audio Workstation. Creatively using audio, MIDI, hardware and editing tools. RRSA: 17, 13, 28, 29, 31	Learners will develop a piece of music based on a specific style. Learners will learn about the key elements of their chosen style. RRSA: 17, 13, 28, 29, 31	Learners will create a music magazine about the different genres used in music RRSA: 17, 13, 28, 29, 31	Learners will learn about the basic sounds in film and how sound is edited. RRSA: 17, 13, 28, 29, 31	Learners will learn the basics about DJing, and learn how to use the features on the Decks. RRSA: 17, 13, 28, 29, 31	Learners will understand how to sequence music using the an online Ableton program. RRSA: 17, 13, 28, 29, 31
Y8	I Music busters quiz. Looking at key words in Music Creating music patterns using I pads – programming Science – physics, waves, frequency	Understand Musical Instrument Vocabulary. • Explain the different categories of instruments Cross Curriculum Links: English - extended writing Music – writing scores, history of music RRSA: 17, 13, 28, 29, 31	To be able to learn the basic of DJing • To understand how to load songs onto the Decks. Cross Curriculum Links: Music – understanding the fundamentals of DJing Geography – locations RRSA: 17, 13, 28, 29, 31	Understand how to rhyming is done in Rap music. develop an understanding of basic rap music understand how import audio into Cubase and add MIDI loops. Cross Curriculum Links: Music – writing scores Maths – patterns in numbers RRSA: 17, 13, 28, 29, 31	Learners will have a basic Understanding of the music industry Cross Curriculum Links: English - extended writing RRSA: 17, 13, 28, 29, 31	Learners will learn about MIDI instruments Understand the differences between audio and MIDI Cross Curriculum links: IT – programming Music – music technology Maths – number patterns RRSA: 17, 13, 28, 29, 31
	KS3 literacy focus Command words: hardware ,software ,annotated diagrams, key elements, structure, rhythm ,instrumentation , monitoring, demonstrate ,dynamics ,export, weaknesses, stereo, panning, foley, ambience, dialogue, underscore, audio,					
Y9	Learners will know how different sounds are created in movies and games. Understand all the various audio leads. Cross Curriculum links: IT – programming Music – music technology Maths – number patterns RRSA: 17, 13, 28, 29, 31	<i>Understand how various instruments work</i> <i>Learners will know how to Compose different sounds with instruments and put them together to create a song</i> Cross Curriculum links: IT – programming Music – writing music RRSA: 17, 13, 28, 29, 31	To understand how voices can be edited or changed using software To be able to summarise and discuss how to manipulate sounds in audacity. Cross Curriculum links: English - extended writing RRSA: 17, 13, 28, 29, 31	Learners will understand what the Foley is in movies /trailers and adverts To be able to understand how important timings are when making a video. Cross Curriculum links: English - extended writing RRSA: 17, 13, 28, 29, 31	Learners will understand how to remix and arrange sound Understand the importance of sound arrangement Cross Curriculum links: English - extended writing RRSA: 17, 13, 28, 29, 31	<i>Understand basic rock beats Learners will be performing the basic rock beat using Garage Band on the I pads.</i> <i>Understand the quantise feature</i> Cross Curriculum Links: English - extended writing RRSA: 17, 13, 28, 29, 31
Y10	Creating a music project Cross Curriculum Links: English - extended writing Music – writing scores, history of music IT – programming Science – physics, waves, frequency RRSA 15 RRSA: 17, 13, 28, 29, 31	Reviewing a completed musical project Cross Curriculum Links: English - extended writing Music – writing scores, history of music RRSA: 17, 13, 28, 29, 31	Understanding music elements of a particular style Cross Curriculum Links: Music – understanding the fundamentals of music Geography – locations RRSA: 17, 13, 28, 29, 31	Creating a piece of music in a specific style Cross Curriculum Links: Music – writing scores Maths – patterns in numbers Film and media –exploration of a sound track in a film RRSA: 17, 13, 28, 29, 31	Review a particular style Cross Curriculum Links: English - extended writing Revision and exam prep RRSA: 17, 13, 28, 29, 31	Planning a recording session Cross Curriculum links: IT – programming Music – music technology RRSA: 17, 13, 28, 29, 31
Y11	Undertaking a recording session Cross Curriculum links: IT – programming Music – music technology Maths – number patterns	Mixing a multi-track recording Cross Curriculum links: IT – programming Music – writing music	Revision and exam prep Explain sound creation Cross Curriculum links: English - extended writing	Planning and completing a musical brief Cross Curriculum links: English - extended writing Film and media –developing music for a film Music – writing a piece of music	Reviewing a sound creation Cross Curriculum links: English - extended writing Revision and exam prep	Moderation



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	KS4 literacy focus Command words: health and safety, microphones, interfaces, monitoring, studio, sessions, multi-track recorder, editing, equalisation, effects, dynamics, balance, automation, direct injection, hazards, risks, composition, computer, presentation, report, synthesizers, export, software, audio, midi					