

Year	Autumn	Spring	Summer
7	Musical Elements- <ul style="list-style-type: none"> • Introduction to dynamics, tempo, texture, pitch, instruments, timbre) 	Musical Notation- <ul style="list-style-type: none"> • Reading notation treble clef, pitch, rhythm 	Musicals ensembles- <ul style="list-style-type: none"> • Developing vocal skills though melody, harmony, dynamics
8	Blues- <ul style="list-style-type: none"> • Melody/improvisation, reading bass clef, chords, syncopated rhythm 	Music Through Time- <ul style="list-style-type: none"> • Exploring western classical structure, harmony, melody, rhythm 	Loops and Samples- <ul style="list-style-type: none"> • Using music tech to focus on verse chorus structure, tonality, texture and melody
9	Film and Video Game Music- <ul style="list-style-type: none"> • Manipulating musical elements to create a leitmotif and mood 	Fusions- <ul style="list-style-type: none"> • Exploring more complex rhythm and texture through fusions 	Popular song- <ul style="list-style-type: none"> • Developing ensemble performance skills through popular songs
10	AoS 1	AoS 2-	AoS 3- <ul style="list-style-type: none"> • Film Music NEA Free Composition NEA Performance

	<ul style="list-style-type: none"> Set work Badinerie Western classical tradition NEA Free Composition NEA Performance 	<ul style="list-style-type: none"> Ensembles (vocal, jazz and blues) NEA Free Composition NEA Performance 	
11	<p>AoS 4-</p> <ul style="list-style-type: none"> Set work Toto and Popular music NEA Set Brief Composition NEA Performance 	<p>AoS 1-4-</p> <ul style="list-style-type: none"> Revision of all AoS NEA Composition NEA Performance 	<p>AoS 1-4-</p> <ul style="list-style-type: none"> Revision of all AoS

Curriculum Overview – Music- Easington.