## Long Term Plan 2023-24

Subject: Music



	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
	Building Blocks  Baseline Assessment Elements of Music Graphic Notation phic Scores	Keyboard Skills  Effective Keyboard Performance Techniques Treble Clef Staff Notation Melody and Chords Sharps and Flats	l've Got Rhythm  Pulse/Beat Note Durations Cyclic and Polyrhythms Rhythm Grid Ostinato Simple Time Signatures	Form and Structure  Call and response phrases Texture, Melody, Drone and Ostinato Binary Form (AB) Ternary Form (ABA) Rondo Form  (ABACADA)	Sonority City  Timbre and Sonority String Instruments Woodwind Instruments Brass Instruments Performing as an Orchestral Ensemble Percussion Instruments	Folk Music  Harmony Intervals Instruments of Folk Music Creating a Folk song arrangement Folk song accompaniments Notation Lead sheets
Hoo Textu	Riffs Ostinato Treble & Bass Clefs Repetition oks - Melodies, Rhythmic and Verbal ure – Melody, Chords	Offbeat  Texture and Layers Syncopation and Off beats Hooks and Bass line Riffs Reggae Song Lyrics Chords I, II, IV and V Creating a Reggae Arrangement	Variations  Variation Form Elements of Music Melody/Theme Counter Melody Petal Ground Bass Canon Round Major and Minor Inversion Retrograde	All that Jazz  Blues Song Lyrics 12 Bar Blues Blues Song Arrangement Types nd styles of Jazz Blues Scale Improvisation Swing/Swung Rhythms Ragtime Modal Jazz and Modes	All about the Bass  Bass Clef Scale Bass Clef Musical Instruments The Bass Guitar Chords – Root, Third and Fifth Bass Line Patterns	Saharan Sounds  Djembe Performance Technique – Bass, Tone, Slap Improvisation Textures – Cyclic and Polyrhythms Master Drummer Ostinato Syncopation Call and Response
Sir Prim To Dan Acco	Dance Music  mple and Compound Time Signatures nary Chords – I. IV and V Texture – Melody and Accompaniment nce Music from different times and places companiment Patterns in nce Music	Soundtracks  Orchestral Timbre Sonority Leitmotif/Sequencing Musical Clichés Diegetic and Non-Diegetic Mickey Mousing Dissonance	Computer/Video Game Music  Soundtrack Sound Effect Character Theme Motif Jumping Bass Line Syncopation Ground Theme Chromaticism	Mew Directions  Motif/Cell Phase Shift Phase in/Out Addictive Melody Note/Tone Rows Minimalism, Expression, Serialism Argumentation	Samba  Call and Response Polyrhythms Improvisation Cyclic Rhythms Ostinato Syncopation Performing as an Ensemble Pulse, Beat and Rhythm Latin American Percussion	What makes a good song?  Lyrics and Song Words Melody and Counter Melody Hooks and Riffs Notation – Lead Sheets Texture Melodic Motion- Conjunct, Disjunct and Range

End of Key Stage 3

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	Comp 1 Delivery	Comp 1 Delivery and moc	k Comp 1 assessment	Comp 1 assessment	Comp 2 delivery	Comp 2 Mock		
	Component 3							
ar 11					Comp 3			
	Comp 2 assessment	Comp 2 assessment	Comp 3 prep/mock		assessment			
	Comp	onent 3						
			End of Key Sto	ige 4				
	Component 1: Exploring music products and styles		Component 2:Music Skills development	Component 3:Resp a brief.	onding to			
	Demonstrate an understanding of styles of music.		Demonstrate professional and commercial skills for t music industry.		respond			
	Apply understanding of the use of techniques to create music.		Apply development processes for music skills and techniques.	Select and apply me skills in response to				
	N/A		N/A	Present a final mus product in response musical brief				
	N/A		N/A	process and outcor	Comment on the creative process and outcome in response to a music brief.			

Year 12								
Year 13								
redi 13								
	End of Key Stage 5							
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