



		Autumn Term		Spring Term		Summer Term	
Year 10	<p>Topic Big question / Overview</p>	<p>Introduction to Music Technology 1950's & 1964 to 1969</p> <p>CA1, CA3, CA5</p> <p>History of technological recording developments:</p> <ul style="list-style-type: none"> Analogue recording Vinyl Tape ¼" tape 2" tape <p>Music technology & practical application Record Hound dog by Elvis Presley 2 microphones</p> <p>Composition & Theory Compose a Rock 'n' roll song using the primary chord 1 4 and 5</p> <p>1950's key musical style is rock and roll:</p> <ul style="list-style-type: none"> electric guitar electric bass guitar 2-track recording <p>Form and Structure 12 bar blues</p> <p>Chords and harmony Major scale Major Pentatonic scale Minor Pentatonic scale</p> <p>Major chords: Dominant 7th chords</p>	<p>Introduction to Music Technology 1965 to 1995 & 2000's Dance Music</p> <p>CA1, CA3, CA5</p> <p>History of technological recording developments:</p> <ul style="list-style-type: none"> Multitracking Tape developments Digital recording Destructive editing Reducing editing Synthesizers <p>Music technology & practical application Beatles Twist and Shout 1960's style, 8 track</p> <p>Composition & Theory Compose and record a pop song</p> <p>1960's key musical styles are folk, rock, soul:</p> <ul style="list-style-type: none"> 4 and 8 track recording hardware effects analogue synthesis <p>Form and Structure Verse / Chorus song form</p> <p>Chords and harmony Major scale Minor scale</p>	<p>The Music Industry – Dance Music / Free composition (working to a brief)</p> <p>CA1, CA2, CA3, CA5</p> <p>Roles and responsibilities and organisations within the music industry e.g.</p> <ul style="list-style-type: none"> Musical artist Composer/songwriter Lyricist Arranger Session musician Sound designer Producer Technician Engineer Manager Publicist Artist and repertoire Distribution <p>Music technology & practical application Use of midi controllers, VSTs, plugins and inserts to create an original piece of music.</p> <p>Promote and market music as required in the music industry</p> <p>Mix music to sound a quality regarded as meeting professional standards</p> <p>Export audio ready for distribution.</p> <p>Composition & Theory Compose a dance song/ free composition to a set brief</p> <p>4 chord progressions Sus and altered chord progressions Dominant of dominant chord progressions</p>	<p>Music for game and film</p> <p>CA2, CA3, CA4</p> <p>Music technology & practical application</p> <ul style="list-style-type: none"> Early film recording Digital audio recording processes within the film music industry Foley Music Mickey Mousing Ambient music for film Dialogue Voice-overs Underscore Spot effects <p>Correctly select and set up audio equipment (Foley recording) Gain Staging (Foley Recording)</p> <p>Composition & Theory Compose a piece of original music for a game – stimuli provided</p> <p>Analysis of professional works and application to original music.</p> <p>Record foley sound for original music.</p> <p>Methods of sound creation</p> <ul style="list-style-type: none"> physical props: environmental sounds: sound synthesis: Effects libraries <p>Complete a set brief assessment.</p>	<p>Multi-track recording</p> <p>CA2, CA5</p> <p>Music technology & practical application</p> <ul style="list-style-type: none"> Equipment in the recording studio Health and safety in the recording studio Multitrack recording sessions Planning multitrack recording sessions Multitrack recordings Mixing Stereo mixdowns Correctly select and set up audio equipment Gain Staging Microphone choice Microphone close mic/ambient mic application Stereo mic techniques. 	<p>Guided Mock Assessment</p> <p>CA1, CA2, CA3, CA4, CA5</p> <p>NB: A shortened version of the final assessment</p> <p>Students to complete a mock written assessment 1hr 30 minutes</p> <p>Guided Mock Assessment NEA 12 hours</p> <ul style="list-style-type: none"> The music must be energetic and recreate the excitement of a sporting event The music must have four on the floor The music must use a drop in the structure <p>The music must use audio recordings and software instruments.</p>
	Disciplinary knowledge/skills	<p>AO1 Recall knowledge and show understanding AO2 Apply knowledge and understanding AO3 Analyse and evaluate knowledge and understanding AO4 Demonstrate and apply relevant technical skills, techniques and processes AO5 Analyse and evaluate the demonstration of relevant technical skills, techniques and processes</p> <p>Content Area 1: Introduction to music technology and the music business Content Area 2: The digital audio workstation Content Area 3: Musical elements, musical style and music technology Content Area 4: Sound Creation Content Area 5: Multi Tracking NB: Abbreviation: CA</p>					