

EPCHS Music Department: Year 9 Programme of Study

We aim to inspire our students to develop a passion for the study of music. We want to ensure that our young people have many opportunities to be involved in a range of musicals experiences inside and outside of the classroom, regardless of their backgrounds. The ability to create, perform and appreciate music is central to our teaching.

Year/Term	Unit of Work	Intent
Autumn	Unit 1 – Dance Music	<ul style="list-style-type: none"> • Understand the connection between the steps, movement and formation of dances and the inter-related musical features within the music that accompanies them. • Understand how different dance music genres use different time signatures and metres and how these relate to the dance. • Understand how dance music is chiefly made up of primary chords, using chords I, IV, V, V7 and seventh chords in a range of simple major and minor keys. • Understand how different dances use characteristic dance rhythms within their music. • Describe the different accompaniment patterns and textures in dance music from different times and places.
Autumn	Unit 2 – Soundtracks (delivered through GarageBand)	<ul style="list-style-type: none"> • How music can enhance the visual images and dramatic impact of film and can reflect the emotional and narrative messages of the drama. • How timing is a crucial factor in the composition and performance of music for film. • How film music can change the viewer’s interpretation of a scene. • How to create an effective musical narrative for a film scene, using appropriate techniques to create an intended effect.
Spring	Unit 3 – Computer & Video Game Music	<ul style="list-style-type: none"> • Understand the various ways in which music is used within a range of computer and video games from different times. • Understand, describe and use common compositional and performance features used in computer and video game music. • Understand how to vary, adapt and change a melody (character theme) for different atmospheres/scenarios. • Understand the importance of sound effects and how these are used at certain cues to enhance gameplay within a computer or video game.
Spring	Unit 4 – New Directions	<ul style="list-style-type: none"> • Understand changes in twentieth century music and how composers ‘broke away’ from late-Romantic ideals. • Understand that twentieth century music consisted of many different types, styles, movements and genres. • Understand and demonstrate how minimalist composers develop pieces from small starting points. • Know and demonstrate the compositional and serialist techniques used by expressionist composers. • Manipulate motifs, cells and note/tone rows using a variety of musical development techniques.

<p>Summer</p>	<p>Unit 5 – Ukulele & Ensemble Playing</p>	<ul style="list-style-type: none"> • Learn about the ukulele and its origins. • Understand how popular songs have mass appeal across all age ranges and in a variety of contexts. • Understand the importance of structure in popular songs. • Understand the importance of a memorably melody in a popular song. • Understand ways of describing melodic movement and range. • Learn and perform songs where the ukulele is used as an instrument in the song.
<p>Summer</p>	<p>Unit 6 – Making Arrangements</p>	<ul style="list-style-type: none"> • Learn what an arrangement or cover version of a song is. • In a group rehearse a given song on a variety of instruments. • Prepare and perform in a “gig” style situation the groups chosen song.