

Music Key Stage 4 Curriculum Overview

	Autumn		Spring		Summer	
Year	1	2	1	2	1	2
10 (T)	Basic Music Theory Studying the musical elements and developing language used to describe music we listen to	Rhythms of the World Area of Study Study the styles, instruments and key features of music from around the world	Concerto Through Time Area of Study Study the changes that the orchestra and concerto go through during different periods of music key characteristics of music composed during this time		The popular song since 1950 Area of Study Study the changes that popular music go through from it's development from 12 bar blues in the 1950's into Rock n Roll, Rock, Pop Ballads and solo artists	Film and Gaming Music Area of Study Study how music is used to enhance action on film and in games by analysing the work of well known composer.
10 (P)	Solo performance practice	Solo performance mock	Refine solo performance	Ensemble performance practice	Ensemble performance mock	Refine ensemble performance
10 (C)	Simple composition exercises to tie in with basic theory	Free Composition 'My Music' development and first draft	Refine free composition 'My Music'	Free composition 'My Music' final	Introduction to composing to a brief with short compositions with a variety of stimuli	Introduction to composing to a brief with short compositions with a variety of stimuli
11 (T)	Concerto Throughout Time Recap on the development of the Concerto from Baroque – Romantic period MOCK PAPER	The popular song since 1950 Recap on the area of study MOCK PAPER	Film and Gaming Music Recap on Filming and Gaming music with a focus on the extended writing question MOCK PAPER	Rhythms of the World Revision followed by short mock	Exam Prep	
11 (P)		Final performances recorded		Final deadline for all performance coursework	Exam Prep	
11 (C)	Free Composition completed Composition from a Stimulus		First draft of composing from a stimulus in	Final deadline for all composing coursework	Exam Prep	

Each year group will cover Theory (T), Performance (P) and Composition (C)