

	Topic	what you will be able to do at the end of this term	what will you know at the end of this term
Autumn term	Film production	-Create 30 seconds of film music relating to a particular scene	-Understand how to use Logic Pro effectively – using key functions. -How to identify key characteristics of film music. -To discuss strengths and weakness of a production giving specific examples.
	Video game production	-Create 30 seconds of video game music relating to a specific character	-To know the key characteristics of video game music -To develop music to reflect game play – using melodic movement, tempo and timbre -To reflect on the impact that video game music has on a player
Spring term	Original production	-Create a piece of music in the style of minimalism lasting for 1 minute -Apply melodic development techniques to original composition	-To identify key features of minimalist music – ostinato, simple melodies, layered textures -To know how to compose music in a specific key -To explore melodic development techniques, additive rhythms, retrograde, inversion, through the use of noteflight -To self and peer assess the effectiveness of compositional ideas
Summer term	Responding to a brief – Arranging production	-Use a stimulus to create a music production based on synth pop or rock 'n' roll -Apply 2 main key characteristics of synth pop or rock 'n' roll to fulfil the aim of the brief -Arrange a piece of music into a different style lasting for 2 minutes.	-Describe and explain the different starting points for a production -Know how to work independently and develop ideas effectively -Develop a clear purpose in line with the brief and target audience -To understand and learn the musical features of synth pop or rock 'n' roll -To understand and learn the musical features of the original song -Understanding how key characteristics can affect the style. -Know how to arrange an existing song