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| MUSIC TECHNOLOGY: Year 10 | | |
| Curriculum Map for the Spring Term of Year 10 | | |
| Curriculum overview | Grading | Extra-curricular opportunities |
| This term students will complete the second and third learning objective from Unit 2 - Sound Creation. This includes composing a piece of music in their chosen style and reviewing the outcome of the Unit 2 assessed coursework. Students will also undertake a mock of the practical exam. | Each coursework element will be graded with the vocational qualification marking framework and will receive a Pass, Merit or Distinction grade at level 2 Each unit of the course is worth 15% of the final overall grade. The written exam will be graded from L1P (Level 1 Pass) to L2D (Level 2 Distinction). | All students are given an invitation to become part of the technical crew for the college production and other college music department events including live sound events. See below. |
| Unit 2 Creating Music | Assessment | Technical Terms |
| Students will compose a piece of music 2-3 minutes in length. Which must include a minimum of 4 audio and 4 MIDI tracks using a complete range of editing and plugin tools from within the DAW software. Music must be originally composed although the use of some samples is allowed. The music must demonstrate the students' understanding of their chosen style and include its key characteristics. Students will also review the process during LO3. | **Practical Exam:** Marked out of 36 using NCFE produced mark scheme.  **Unit 2 Sound Creation:** LO2 students will compose a piece of music based upon the research carried out in LO1. They must also produce evidence about how the piece was composed in a tutorial style format. LO3 student must self assess and analyse their own work for areas of strengths and identify technical ways in which it can be improved. | **Structure:** common structural ideas; verse/chorus, 12 bar, song structures.  **Rhythm**: simple and compound time signatures, stylistic rhythmic features ie 4 to the floor bass drum pattern, backbeat..  **Instrumentation**: commonly used instruments, combinations and textures within popular music.  **Melody:** melodic sequences with consideration of diatonic and chromatic features.  **Harmony:** simple harmonic features including tonality (major, minor).  **Bouncing out:** Creation of an exported stereo music file from within a DAW  **Screenshot:** Process whereby a screenshot of computer screen is taken to show further understanding within a written task.  **Plugins:** Effects and processing tools which can be applied to an individual track within a DAW  **Editing tools:** DAW program elements which help the editing of music. |
| Practical Examination | Feedback |
| Students will prepare for and undertake a mock of the NCFE external practical examination component. Students will work on each section of the exam, further developing skills and time management processes in completing the exam. | Students will receive ongoing feedback during the course of teaching the units. Formal feedback cannot be given during the assessed coursework periods. Formal feedback given on assessed work once complete and the written exam. |
| Home Learning, Revision and Retrieval | Super-curricular opportunities |
| As a guide, students are to spend 1 hour per week on home learning and/ or revision. Home learning projects, when applicable, will be extended pieces of work over multiple weeks encouraging students to develop project management and timing skills. | Live sound events in school covers music concerts and productions as well as school events including assemblies. Not specifically part of the level 2 specification live sound work can be carried out to help advance students and prepare them for level 3 qualification and apprenticeships. |
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