

Term	Week	Focus	Summary	Learning Outcomes	Learning skills
<b>Term 1.1</b>	1	Pop music – Melodies	To be able to identify the key features of pop music	Be able to explain the key features of pop music melodies. Be able to sing and play a pop melody	Be able to sing and play a pop melody
	2	Pop music - Chords	To be able to identify common chord progressions.	Be able to explain what a common chord progression is. Be able to perform chord progression.	Be able to play a chord progression
	3	Pop music – Bass Lines	To be able to identify the key features of a bass line within pop music	Be able to explain the key features of a bass line within pop music. Be able to perform bass line as part of an ensemble.	Be able to play a bass line
	4	Pop music – Drum Beats	To be able to identify the different parts of a drum kit and know the role of a drum kit.	Be able to explain the different features of a drum kit and explain the purpose of a drum kit. Be able to perform a drum pattern.	Be able to play a drum pattern
	5	Pop music – Practice lesson	To be able to independently put together a piece of pop music.	Be able to independently put together a piece of pop music.	Be able to identify the importance of each instrument within pop music
	6	Pop music – Practice lesson	To be able to independently put together a piece of pop music.	Be able to independently put together a piece of pop music.	Be able to identify the importance of each instrument within pop music
	7	Pop Music – Performance Lesson	To be able to independently perform and evaluate a piece of pop music.	Be able to perform and evaluate a piece of pop music.	Critical thinking – evaluate how to improve your performance in the future.

# Term 1.2

	1	Video Game – Purpose of Video Game Theme Music	To understand what the purpose of Video Game Music is	Be able to explain why video game music is important and be able to perform its unique properties.	Be able to tell why video game music plays an important role in a video game
	2	Video Game – Compose a Mario Style Theme	To demonstrate and explain the main features of Mario style video game music	Explain why the key features of Mario music are effective.	Be able to create an effective piece of Mario style music.
	3	Video Game – Compose a Leit Motif	Understand and demonstrate how to create a Leitmotif for a video game character.	Create a leitmotif that represents a character from Uncharted.	Be able to play a leitmotif for a specific purpose.
	4	Video Game - Compose a Leit Moti	To be able to compose music to suit different levels	To be able to compose a piece of music that matches the atmosphere of an Ocarina of Time level	Be able to identify appropriate instrument to use to create music intended for a specific scene/theme.
	5	Video Game – Composing to Live Footage	To be able to compose a piece of music to video game footage	To be able to create a piece of music to video game footage that includes key features of topic throughout.	To be able to assign appropriate instrument to compose music for a specific scene in a video game.
	6	Video Game – Composing to Live Footage	To be able to compose a piece of music to video game footage	To be able to create a piece of music to video game footage that includes key features of topic throughout.	To be able to assign appropriate instrument to compose music for a specific scene in a video game.
	7	Video game – Evaluate composition	To be able to independently demonstrate and evaluate a piece of video game music	Be able to demonstrate and evaluate a piece of video game music.	Critical thinking – evaluate how to improve your composition in the future.