Year 10 Music Learning Outcomes

Unit 1: Music Theory

As an introduction to GCSE music students will learn the basic theory behind music. This will help them access questions and language included in the GCSE Music listening exam.

Learners should study and understand how to use and develop musical elements and compositional devices:

- instruments and timbre (acoustic and electric)
- pitch and melody (including bass lines and riffs)
- rhythm and metre
- tempo
- dynamics, expression and articulation
- texture
- structure and phrasing
- harmony and tonality
- dynamics, expression and articulation
- ornamentation
- repetition, ostinato and sequence
- technology including amplification and recording techniques.

Unit 2: Popular Music

Students will learn about different subgenres within popular music and will learn how to analyse the different layers within a popular song.

Learners should study and demonstrate an understanding of:

- Vocal and instrumental techniques within popular music
- How voices and instruments interact within popular music
- The development of instruments in popular music over time
- The development and impact of technology over time
- The variety and development of styles within popular music over time
- The origins and cultural context of the named genres of popular music
- The typical musical characteristics, conventions and features of the specified genres.

Unit 3: Film Music

Students will learn about how music is used to accompany Films and will develop an understanding of how to analyse composer's intentions when composing for film.

Learners should study how composers create music to support, express, complement and enhance:

- A mood or emotion being conveyed on the screen.
- A significant character(s) or place.
- Specific actions or dramatic effects.

Learners should study and understand how composers use music dramatically and expressively through a variety of musical elements and compositional devices, including:

- Instruments and timbre
- Pitch and melody
- Rhythm and metre
- Tempo
- Dynamics, expression and articulation
- Texture
- Structure and phrasing
- Harmony and tonality
- Repetition, ostinato, sequence and imitation
- Ornamentation
- Motif, leitmotif

Unit 4: Game Music

Students will learn about how music is used to accompany Films and will develop an understanding of how to analyse composer's intentions when composing for film.

Pupils will look at:

- How composers create a mood
- Create a sound track for different games
- How music reacts to different scenes in a video game
- And how the following elements are use in games:
- Instruments and timbre
- Pitch and melody
- Rhythm and metre
- Tempo
- Dynamics, expression and articulation
- Texture
- Structure and phrasing
- Harmony and tonality
- Repetition, ostinato, sequence and imitation
- Ornamentation
- Motif, leitmotif

Unit 5: The Concerto from 1650 to 1910

Students will learn about how the concerto has developed through different classical periods. They will then use this knowledge to be able to aurally distinguish between the concerto composed in the Baroque, Classical and Romantic periods.

Learners should study and develop an understanding of:

- What a concerto is and the way it has developed through time
- The instruments that have been used for the solo part in the concerto and how they have developed through time
- The growth and development of the orchestra through time
- The role of the soloist(s)
- The relationship between the soloist(s) and the orchestral accompaniment
- How the concerto has developed through time in terms of length, complexity and virtuosity
- The characteristics of Baroque, Classical and Romantic music as reflected in The Concerto.

Learners should study and understand how composers of concertos use musical elements and compositional devices in their concertos including:

- Instruments and timbre
- Pitch and melody
- Rhythm and metre
- Tempo
- Dynamics, expression and articulation
- Texture
- Structure, phrasing and cadences
- Harmony and tonality
- Repetition, sequence and imitation
- Ornamentation

Unit 6: Composition

- Know the methods by which composers can create and develop music from an initial idea to a full composition.
- Know the requirements of the compositional brief and which musical techniques might be most appropriate or relevant to this brief.
- Understand how to notate an original composition using musical technology and software available to us.
- Be able to create a piece of music relate to a brief which is appropriate in its use of musical techniques and the musical elements.
- Be able to utilize musical technology to create innovative and original works of music.