

Year 8: Developing Skills

Unit 1:	Unit 2	Unit 3
Chords	Variations	Game Music
During this unit student will: Learn how to: Build chords Play 3 chords Understand primary chords Understand diatonic Compose a chord progression Play in time to a backing track Use other chords within the scale EXTENSION (not for assessment) Explore how to compose a simple melody using notes from the chords Add passing notes to develop the melody Keywords Chords Triads Chords tones Root Note Diatonic Progressions	During this unit student will: Explore the concept of variations in music in context of the elements of music. Listen to and appraise a variety of music using the elements of music subject appropriate terminology Compose variations using all or some of the following devices: Tempo Dynamics Rhythm Pitch and Melody Harmony and Tonality Structure Instrumentation Keywords: Variation Melody Passing Notes Major Minor Sequence Ostinato Cadences	During this unit student will: Research and explore the history and development of Game music. Students will learn to play and variety of theme tunes from different games: Early game music through to modern day more open world games. Compose music to a character or open world theme using technology or live instruments. Keywords: Sound effects Chiptune / 8 bit Synthesiers Sampling Ground theme Leimotif Jumping bass line soundtrack Music Technology
GCSE link: Component 2: Composing	GCSE link: AoS 1: Musical Forms and Devices Component 2: Composing Component 3: Appraising	GCSE link: Component 3: Composition AoS 3 (Game Music / Film Music)
Assessment: Chord progression of 12 chords ending on the tonic chord. Chord transition in performance. Use of keywords in appraising tasks.	Assessment: Theme and Variation written for Frere Jacques Use of keywords in appraising tasks.	Assessment: Performance of chosen theme and composition to a brief.