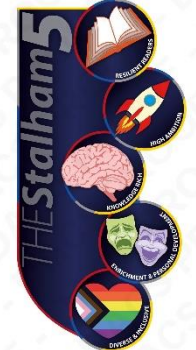

























Subject: Music

Year: 9

Half -Term	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Themes/ Content/ Units covered 	Cover Songs:  Understanding elements of a song  Changing elements of a song  Group Performance	Song Writing:  Writing parody lyrics  Writing original lyrics  Popular chord structures  Writing a melody  Piecing it all together	Video Game Music:  Exploration of music within video games  Playing popular video game themes  Understanding character themes and how they can change and adapt within a game	Video Game Music Composition:  Writing your own video game character themes  Adapting your theme for different scenarios  Writing your themes musically	Band Project: Working as a band to a KS4 style brief  Responding to a brief and interpreting the information  Band skills  Individual practice	Band Project continued: Working as a band to a KS4 style brief  Responding to a brief and interpreting the information  Band skills  Individual practice  Band performance