

NLC MUSIC LEARNING JOURNEY

NEXT STEPS:
ONTO HIGHER EDUCATION,
APPRENTICESHIP OR FULL TIME
EMPLOYMENT

**YEAR 2 UNIT 3 ENSEMBLE
MUSIC PERFORMANCE
EXTERNAL EXAM**

**YEAR 2 OPTIONAL UNITS
UNIT 5 MUSIC PERFORMANCE
SESSION STYLES/UNIT 6
SOLO PERFORMANCE/UNIT 4
COMPOSING MUSIC**

**YEAR 2 UNIT 3
ENSEMBLE MUSIC
PERFORMANCE PART 2**

**YEAR
13**

**YEAR 1 OPTIONAL
UNIT PREP UNIT 5
MUSIC PERFORMANCE
SESSION STYLES/
UNIT 6 SOLO
PERFORMANCE/UNIT 4
COMPOSING MUSIC**

**YEAR 1 UNIT 2
PROFESSIONAL PRACTICE
IN THE MUSIC INDUSTRY
PART 1**

**YEAR 1 UNIT 1
PRACTICAL MUSIC
THEORY AND
HARMONY PART 1**

**YEAR 1 UNIT 2
PROFESSIONAL PRACTICE
IN THE MUSIC INDUSTRY
PART 2**

**YEAR 1 UNIT 3
ENSEMBLE MUSIC
PERFORMANCE
PART 1**

**YEAR 1 UNIT 2
PROFESSIONAL
PRACTICE IN THE
MUSIC INDUSTRY
EXTERNAL EXAM**

**YEAR 1 UNIT 1
PRACTICAL MUSIC
THEORY AND
HARMONY PART 2**

**YEAR
12**

**COMPONENT 3 EXTERNAL EXAM
(PERFORMANCE/COMPOSITION/
MUSIC PRODUCTION)**

**COMPONENT 2 LAB
APPLYING AND
DEVELOPING INDIVIDUAL
MUSICAL SKILLS
AND TECHNIQUES
(PERFORMANCE/
COMPOSITION/MUSIC
PRODUCTION)**

**COMPONENT 2 LAA
EXPLORING PROFESSIONAL
AND COMMERCIAL SKILLS
FOR THE MUSIC INDUSTRY
(PERFORMANCE/COMPOSITION/
MUSIC PRODUCTION)**

**COMPONENT 1 LAB COMPOSITION
TECHNIQUES PERFORMANCE
PRACTICE/MUSIC PRODUCTION/
MUSIC STUDIO PROJECT**

**ONGOING MUSICAL
ENSEMBLE & MUSIC
PRODUCTION PROJECTS**

**YEAR
11**

**COMPOSITION
COMPONENT 1 LAB**

**COMPONENT 1 LAA
DEVELOP APPRECIATION
OF STYLES AND GENRES
OF MUSIC**

**YEAR
10**

**SKILLS BUILDING
YEAR READY TO
START BTEC LEVEL 2**

**PROJECT 2 - BLUES
COMPOSITION**

**PROJECT 4 -
PERFORMANCE SKILLS
AND MUSIC OF THE
1980'S/1990'S**

**PROJECT 6 - PERFORMANCE
SKILLS AND MUSIC OF THE
2000'S/2010'S**

**YEAR
9**

**PROJECT 1 - ENSEMBLE
PERFORMANCE SKILLS
ON OWN INSTRUMENT**

**PROJECT 3 - PERFORMANCE
SKILLS AND MUSIC OF THE
1960'S/1970'S**

**PROJECT 5 -
COMPOSITION SKILLS
FORM AND STRUCTURE
SONATA FORM**

**PROJECT 7 - MUSIC
PRODUCTION/MUSIC
STUDIO SKILLS**

**PROJECT 6 - INTRODUCTION TO
MUSIC PRODUCTION**

Introduction to Cubase and Digital Audio Workstation or "DAW" for short. Cubase and other DAW software can be considered, recording studios in a box! Students will use Midi, draw tools, edit & input data to create/compose a short piece of Dance music. You will develop the skills to navigate the music software in order to produce the outcome - a structured piece of Dance music, Intro, verse, chorus, Verse 2 (variation), bridge, Chorus 2 (Variation) Outro. This will include use of, Piano roll, tracks, midi, pencil tool, effects, panning and exporting.

PROJECT 4 & 5 - MUSICAL FUTURES

This unit fits into the cycle of units preparing pupils for the BTEC course at the start of Year 9. The reason we teach this is to make sure all pupils instrumental skills are up to a grade 2 ABRSM standard, so they can start to access pre BTEC musical material. It also builds on ensemble skills, which in turn supports students communication, cooperation and self-esteem, which are transferable skills.

PROJECT 2 - UKULELE PROJECT

The reason we teach this unit of work is for students to experience TAB notation, Chords and Chord Diagrams prior to the next project where you will start to use Rock Band Style Instruments. It focusses on instruments other than the keyboard and encourages instrumental development on the Ukulele. This gets pupils instrumental skills fine tuned and is a step towards 6 string guitar and full chord playing. It also develops ensemble performance skills.

PROJECT 3 - HOOKS & RIFFS

We teach this unit to extend pupils understanding of how music is based on Repeated Musical Patterns. Understand and distinguish between Hooks, Riffs and Ostinatos. Perform, create and listen to and appraise a range of music from different times and places based on Repeated Musical Patterns.

**PROJECT 1 - MUSIC FOR VIDEO AND
COMPUTER GAMES**

This unit to build on the ideas of Leitmotifs in the Hero and Villains Unit. We look at how computer game composers write for this medium, including the use of sound effects, and creating themes with limited pitches (referencing 8-bit technology). Here we get pupils to experience writing music for video and computer games.

**YEAR
7**

**TRANSITION UNIT
THE MUSIC OF AFRICA**

The reason we teach this unit is to allow pupils to experience music from other cultures. This unit touches on the Music of South America - Samba and the rhythms and musical language of African music/influences.

PROJECT 3 - FORM AND STRUCTURE

The reason we teach this unit is to expand pupils understanding of the way music is put together, investigating different musical structures including binary, ternary and rondo form.

PROJECT 5 - HEROES AND VILLAINS

The reason we teach this unit is to examine the way music is used in TV and film. It shows pupils how characters can have their own leitmotif and how composition techniques are used to manipulate this music to the characterisation. This then touches on major and minor harmony.

**PROJECT 2 - HAMMERS AND GONGS
THE MUSIC OF JAVA AND BALI**

The reason we teach this unit is to carry on developing an understanding of world music. This unit covers the music of Indonesia - Gamelan. It looks at how loops and rhythms are used, as well as differences in notation, purpose/occasion, differences in instruments and rhythmic cycles.

**PROJECT 4 - REGGAE/MUSICAL
CONTEXTS OFF BEAT**

This unit allows pupils to see the relationship between music from other cultures and popular music. It examines syncopation/rhythm and chords, as well as the social contexts behind the music.

