

## Music at St James'

### MUSIC AT KS3

#### St James' Music curriculum map for KS3 (*under development*)

<b>7</b>	<b>Autumn I</b>	<b>Autumn II</b>	<b>Spring I</b>	<b>Spring II</b>	<b>Summer</b>	
Title:	<b>Understanding the conventions of programme music</b>	<b>Understanding the conventions of the vocal tradition</b>	<b>Midsummer Nights Dream (soundscapes)</b>	<b>Understanding the conventions of Indonesian Gamelan</b>	<b>Understanding the conventions of the symphony orchestra</b>	
Context:	Learning how music is used to tell a story	Learning how music uses songs to develop a sense of community.	Learning how music is used to create an atmosphere or mental image.	Learning how music is used as a part of an inclusive community culture.	Learning how the orchestra develops through society	
<b>8</b>	<b>Autumn I</b>	<b>Autumn II</b>	<b>Spring I</b>	<b>Spring II</b>	<b>Summer</b>	
Title:	<b>Understanding the conventions of the African Music Tradition</b>	<b>Understanding the conventions of music for a special event</b>	<b>Understanding the conventions of 12 Bar Blues</b>	<b>Understanding the conventions of African and American Gospel Singing</b>	<b>Understanding the conventions of Latin American Dance Styles</b>	
Context:	Learning the culture and traditions of African Music	Learning how music is written for different purposes and the style it needs to be in to do so.	Learning how music can be used to lift spirits, and how disparate cultures can influence each other's music.	Learning how music is used to convey religious beliefs.	Learning how music is used in carnivals and street dances.	
<b>9</b>	<b>Autumn</b>		<b>Spring I</b>	<b>Spring II</b>	<b>Summer I</b>	<b>Summer 2</b>
Title:	<b>Understanding the conventions of film music</b>		<b>History of Pop</b>	<b>Music for Media</b>	<b>Understanding the conventions of 20<sup>th</sup> Century Pop Music (music for a culture)</b>	<b>Understanding the conventions of Experimental Music</b>
Context:	Learning how music is created for films (Soundtrack and sound effects). Use of orchestra and technology		Learning about the recent history of popular music 50's – 00's	Learn how music and sound is used to create media broadcasts.	Learning how music is used to portray popular culture through iconic performers.	Learning how music is used to its extremes, creating new rules and new uses of instruments.

Green = style (closed thinking); Blue = genre (guided thinking); Yellow = traditions (open thinking)