Year 7					
June - July	September - October	November - December	January - February	February - March	April - May
	Building Bricks	Keyboard Skills	I've Got Rhythm	Ukulele Skills	Instruments of the Orchestra
	Pupils learn about the musical element of pitch, dynamics, duration, tempo, texture, timbre or sonority, articulation and silence.	This unit is all about effective keyboard performance technique including basic treble clef staff notation.	This unit focuses on the concept of pulse via ostinato, repetitive rhythmic textures, cyclic rhythms, polyrhythms, and listening activities. Basic note and rest lengths and subdivisions are explored.	Pupils learn about basic harmony and chord progressions via the ukulele. An introduction to functional harmony, with group ukulele and vocal performances using I – IV – V chords.	Exploring orchestral instruments and their families/sections. Pupils learn about sound production and timbres/sonorities of different orchestral instruments.
Year 8					
June - July	September - October	November - December	January - February	February - March	April - May
Hooks and Riffs	Band Skills 1		All That Jazz	All About the Bass	What Makes a Good Song?
Pupils explore repeated patterns in music through the Western Classical Tradition and popular music of the 20th century.	This double unit provides pupils with sufficient time to try out various instruments as part of a pop ensemble before deciding which instrument, or voice, to focus on. They form a band and undertake a project which consists of a rehearsal schedule and a final performance. This emulates a 'real-life' experience of a pop musician, with teamwork, time management and decision-making key features.		This unit develops pupils' understanding of the key musical features of Jazz and Blues, exploring 7th chords. 12 bar structure and how improvisation is used within Jazz and Blues.	Bass clef reading and notation forms the foundation of this unit which explores a range of commonly used bass line patterns within a variety of different styles of music from different times and places.	This unit begins with an investigation of two songs as case studies: "Shape of You" by Ed Sheeran and "Shotgun" by George Ezra. Pupils revisit hooks/riffs, structure, melody and lyrics through listening and analysis and performing parts of each song as short musical arrangements.
Year 9					
June - July	September - October	November - December	January - February	February - March	April - May
Soundtracks	Band Skills 2		Computer and Video Game Music	World Music	Band Skills 3
This unit looks at the purpose of film music and the various techniques composers employ to create mood and atmosphere. Leitmotifs, Mickey-Mousing, dissonance, storyboarding and diagetic music are explored. Pupils will use a DAW and learn how to manipulate MIDI data.	Following on from Band Skills 1 and taking the same format, this unit challenges pupils further and develops their skills with more advanced instrumental and vocal techniques. Pupils have more autonomy in their choice of song and work towards a final performance.		The unit focuses on character themes in computer and video game music and explores ways in which these can be developed and changed for different atmospheres and scenarios. ICT and music technology are a main focus, where students will develop their knowledge of MIDI and sequencing.	Music from other cultures is explored in this unit. Pupils will listen, perform and compose music from Brazil, Indonesia and China. Improvisation, cyclic rhythms and pentatonic melodies feature.	In the final unit of the Band Skills project, pupils will undertake an arrangement project as part of a festival. Pupils will be given a brief containing a theme.