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| Year 9 - Music |  | | | | | |
| **Enquiry Question: How is Music used in films and games?** | | | | | | |
| **Unit title:** On The RightSoundtrack  Why now? Students have previously been introduced to the use of a DAW. This unit will give them the opportunity to take those skills, learn about the features of film music in specific genres and then compose their own piece of film music to a specific brief. | | | | | | |
| **Knowledge**  Students will know about… | **Application/Skills**  Students will be able to… | Vocabulary  *(Tier 2 and 3)* | Home Learning | Assessment | Extra Resources  Extended Reading | Cultural Capital |
| Soundtrack examples  Specific mood examples  Selection of ideas  Finalise sequence of sounds | Create multiple tracks.  Select instrument patches to suit a purpose.  Design soundscapes. | Composition  Genre  Texture  Timbre  Dynamics  Pitch  Tempo  Rhythm  Ostinato | Analyse a film or game trailer/clip.  What can you hear? - How is it used? - How does it impact the game/film clip? | Regular feedback and instruction.  Individual targets help the student to learn the process  Peer feedback and support  Teacher feedback and targets noted into Logic file | “How I make music for film & TV” - <https://www.youtube.com/watch?v=cCDtMPXOZac>  Watch “Film Scoring Masterclass with Logic Pro X” - <https://www.youtube.com/watch?v=_1XkBHT_6Nk> | Watch “Music Makes The Movie” - <https://www.youtube.com/watch?v=FG5KyJzrAhY> |