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| Year 9 - Music |  |
| **Enquiry Question: How is Music used in films and games?** |
| **Unit title:** On The RightSoundtrackWhy 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 ResourcesExtended Reading | Cultural Capital |
| Soundtrack examplesSpecific mood examplesSelection of ideasFinalise sequence of sounds | Create multiple tracks.Select instrument patches to suit a purpose.Design soundscapes. | CompositionGenreTextureTimbreDynamicsPitchTempoRhythmOstinato | 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 processPeer feedback and supportTeacher 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> |