

## Scheme of Learning

Curriculum area: Music

Key Stage: 4 (Year 10)

Unit/Topic Title: AoS4 Film Music

Lesson	<u>Lesson Objective</u>	<u>Lesson Outcome</u>	<u>Prior learning needed</u>	<u>Lesson Content</u>	<u>Cross Curricular learning</u>	<u>Resources</u>	<u>Home Learning</u>
<b>1</b> <b>W / C</b> <b>19/04/21</b>	Explore historical context of film music and how musical elements are used to create mood.	To explore the development of film and how music has impacted films over time (including modern game music).  To be able to identify how musical elements have created mood in music.	Musical elements and how to describe them.	Explore music in film over time including silent movies.  Recap musical elements.  Use table from p119  Listen to different film tracks.  Fill in table for musical features and links.	History – development of film.  Languages – Italian (dynamic and tempo)	Lesson 1 – PP  Study guide P119	<b>Powerpoints can be found <a href="#">here</a>.</b>  <b>BBC Bitesize - John Barry: Out of Africa Love Theme</b>  <a href="https://www.bbc.co.uk/bitesize/guides/zkqj2nb/revision/1">https://www.bbc.co.uk/bitesize/guides/zkqj2nb/revision/1</a>
<b>2</b> <b>W / C</b> <b>26/04/21</b>	To explore how to analyse a piece of game music.	Be able to describe each musical element in a piece of game music.  Use musical language in that description.  Write in an extended (and chronological) way about a piece of game music.	Knowledge of musical elements and how to describe them.	Analyse the theme from 'Halo' – video game released in 2001 (opening section and main section)  Use this to answer an extended writing question.	English – extended writing/writing in chronological order.  Languages – Italian (dynamic and tempo)	Lesson 2 – PP  Study guide p120 – 123	<b>BBC Bitesize – Klaus Badelt and Hans Zimmer: He's a Pirate</b>
<b>3</b> <b>W / C</b>	To explore how to analyse a piece of film music.	Be able to describe each musical element in a piece of film music.	Knowledge of musical elements and how to describe them.	Musical elements – how to describe recap.	English – extended writing/writing	Study guide	

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<p><b>3 / 05 / 21</b></p>		<p>Use musical language in that description.</p> <p>Write in an extended (and chronological) way about a piece of film music.</p>		<p>Extended listening question on 'Out of Africa'.</p> <p>Go though as a class – self/peer marking</p>	<p>in chronological order.</p> <p>Languages – Italian (dynamic and tempo)</p>	<p>P124 - 125</p>	<p><a href="https://www.bbc.co.uk/bitesize/guides/zd27xfr/revision/1">https://www.bbc.co.uk/bitesize/guides/zd27xfr/revision/1</a></p> <p><b>BBC Bitesize – John Williams: Star Wars</b></p>
<p><b>4 / 5</b> <b>W / C</b>  <b>10/05/21</b></p>	<p>Understand what a Leitmotif is and how it is used in film music.</p>	<p>Be able to recognise a leitmotif aurally in film music.</p> <p>Be able to follow a score of film music.</p> <p>Be able to recognise a leitmotif and other features as reading a score.</p>	<p>How to read a score (basic notation).</p> <p>Musical elements and key musical language.</p>	<p>What is a leitmotif? – Jaws.</p> <p>Analyse star wars</p> <p>Look at the 4 different leitmotifs – how they have been composed and how they represent each character/idea.</p> <p>Follow scores of each leitmotif – questions on scores</p>	<p>Maths – notation values/time signature</p> <p>Languages – Italian (dynamic and tempo)</p>	<p>Lesson 4 – PP</p> <p>Princess Leia question sheet</p> <p>Study Guide P126 - 131</p>	<p><a href="https://www.bbc.co.uk/bitesize/guides/zmphsrd/revision/1">https://www.bbc.co.uk/bitesize/guides/zmphsrd/revision/1</a></p> <p><b>BBC Bitesize - Assassin's Creed</b></p> <p><a href="https://www.bbc.co.uk/bitesize/guides/z6sny4j/revision/1">https://www.bbc.co.uk/bitesize/guides/z6sny4j/revision/1</a></p>
<p><b>6</b> <b>W / C</b>  <b>17/05/21</b></p>	<p>To explore exam style questions.</p>	<p>Be able to recognise how mood is created in film music.</p> <p>Be able to use musical language to describe mood.</p> <p>Be able to recognise on a score key features.</p>	<p>How to read a score.</p> <p>Musical elements and key language.</p>	<p>Short answer questions e.g. how is mood created?</p> <p>Short answer questions on a score.</p> <p>The love theme from 'somewhere in time' – follow score and answer exam style questions.</p>	<p>Maths – notation values/time signature.</p> <p>Languages – Italian (dynamic and tempo)</p>	<p>Study Guide 133 for score of 'Somewhere in time'</p>	

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<b>7</b> <b>W / C</b>  <b>24/05/21</b>	To further explore film music by looking at how composers synchronise music with action.	Be able to observe musical characteristics reflecting action on a screen.  Be able to recognise when these are being used.	Musical elements  How music reflects different moods/characters.	Watch Gladiator 'the battle'.  Students recognise what is going on in the music to reflect the action – discuss.  Do the same for a similar battle scene from 'Avatar'.  Create a table to show how music is reflecting action. Discuss.		Study Guide P134 - 136	
<b>8</b> <b>W / C</b>		End of Topic Test					