Music

Teacher: Mr S Carter

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| **Methods of Assessment:** | 1. Perform Solo. You can choose to play an instrument, sing, rap, beatbox or MC. You don’t have to be a high standard, but I will expect you to improve by practising.  2. Perform in an ensemble. You will take a part in a group of two or more contributing your part to an overall performance.  3. Compose music. You will Learn how to create your own music using either “Garage band” software or with real instruments.  4. Listen to music. You will learn how to describe what you can hear, using technical musical language. |
| **Course Outline:** | **J536/01**  A performance on a chosen instrument and composition of the Candidate’s choice (30%)   * Internally assessed * Carried out through controlled assessment   **J536/03**  A group performance and a composition to a set brief (30%)   * Internally assessed * Carried out through controlled assessment   **J536/05**  A Written paper with a CD (40%)   * Listening and appraising from Areas of Study 2,3,4 and 5 * Externally assessed * Carried out through a 60 to 90-minute exam |
| **Progression routes:** | As well as the 120,000 careers in the music industry in this country, further education colleges and employers value music skills for other careers too because;  1. They show good group co-operation and that you can work as part of a team when you have been in a music group/band/choir  2. You don’t mind doing extra-curricular music which shows you pursue your interests even in your own time.  3. To learn an instrument or to sing properly requires dedicated practice and determination and shows you can persevere with it to get good.  4. You have confidence to perform in public and you are not the sort of person to shy away from a challenge. |
| **How you will learn** | GCSE Music is a course which has five Areas of Study. (AOS) During the course you will be deepening your knowledge of these four areas through performing, listening/appraising and composing. They are;  **AOS 1 My Music**  A study of a chosen instrument, which can be any of the following:   * **Any instrument** * **Voice – this can include styles such as rapping or beatboxing** * **DJ-ing** * **Sequencing – realisation using ICT**   Study the capabilities and limitations of the instrument, voice or technology including:   * Its range and characteristic timbre * The techniques required to play it and any techniques that are specific to it * How it might be used in different genres * What type of ensembles it might be used in * How its use is influenced by context and culture.   **AOS 2 The Concerto Through Time**  Study the Concerto and its development from 1650 to 1910   * **Baroque Solo Concerto** * **Baroque Concerto Grosso** * **Classical Concerto** * **Romantic Concerto**   Study and develop an understanding of:   * What a concerto is and the way it has developed through time * The instruments that have been used for the solo part in the concerto and how they have developed through time * The growth and development of the orchestra through time * The role of the soloist(s) * The relationship between the soloist(s) and the orchestral accompaniment * How the concerto has developed through time in terms of length, complexity and virtuosity * The characteristics of Baroque, Classical and Romantic music as reflected in the Concerto   **AOS 3 Rhythms of the World**  Study the traditional rhythmic roots from four geographical regions of the world:   * **India and Punjab** * **Eastern Mediterranean and Middle East** * **Africa** * **Central and South America**   Study and develop an understanding of the characteristic rhythmic features of:   * Indian Classical Music and Traditional Punjabi Bhangra * Traditional Eastern Mediterranean and Arabic folk rhythms, with particular focus on traditional Greek, Palestinian and Israeli music * Traditional African drumming * Traditional Calypso and Samba.   **AOS 4 Film Music**  Study a range of music used for films including:   * **Music that has been composed specifically for a film** * **Music from the Western Classical tradition that has been used within a film** * **Music that has been composed as a soundtrack for a video game.**   Study how composers create music to support, express, complement and enhance:   * A mood or emotion being conveyed on the screen * A significant character(s) or place * Specific actions or dramatic effects.   **AOS 5 Conventions of Pop**  Study a range of popular music from the 1950s to the present day, focussing on:   * **Rock ‘n’ Roll of the 1950s and 1960s** * **Rock Anthems of the 1970s and 1980s** * **Pop Ballads of the 1970s, 1980s and 1990s** * **Solo Artists from 1990 to the present day.**   Study and demonstrate an understanding of:   * Vocal and instrumental techniques within popular music * How voices and instruments interact within popular music * The development of instruments in popular music over time * The development and impact of technology over time * The variety and development of styles within popular music over time * The origins and cultural context of the named genres of popular music * The typical musical characteristics, conventions and features of the specified   1. Perform Solo. You can choose to play an instrument, sing, rap, beatbox or MC. You don’t have to be a high standard, but I will expect you to improve by practising.  2. Perform in an ensemble. You will take a part in a group of two or more contributing your part to an overall performance.  3. Compose music. You will Learn how to create your own music using either “Garage band” software or with real instruments.  4. Listen to music. You will learn how to describe what you can hear, using technical musical language. |
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