

Music Year 8	<p>Curriculum Intent: At UCC, our KS3 Music curriculum offers students a rich and diverse experience, drawing on both popular and traditional genres. Our aim is to nurture a lifelong love of music, helping students to recognise its impact and significance in everyday life. Across the year, students will engage with a broad range of topics and practical skills:</p> <p>Autumn Term: Exploring Film & Computer Game Music, discovering how composers create atmosphere and character through leitmotifs, sound effects, and musical techniques. Students will perform, compose, and adapt melodies and accompaniments inspired by iconic soundtracks.</p> <p>Spring Term: Developing performance skills through Riffs and Hooks on keyboards and guitars, working with chords, melodies, canons, and bass lines, supported by Music ICT.</p> <p>Summer Term: Building instrumental skills with Acoustic Guitar Techniques, focusing on both solo playing and ensemble performance to strengthen confidence, creativity, and collaboration.</p> <p>Through this journey, we aim for students to not only develop technical musical skills but also to think critically about how music shapes culture, storytelling, and shared experiences.</p>								
	Term 1			Term 2			Term 3		
Main Topic	Film & Computer Game Music			Riffs & Hooks in Pop and Rock music			Acoustic Guitar Playing and Techniques		
Knowledge	<ul style="list-style-type: none"> Identify and describe leitmotifs and sound effects (SFX). Explain the importance and impact of music in films and games, including its historical and cultural context. Perform simple melodies or bass lines from a range of game and film music scores. 			<ul style="list-style-type: none"> Ability to recognise and play full fingered chords in root position Be able to follow a simple score To know the term riff 			<ul style="list-style-type: none"> To recognise different guitar techniques, including proper posture, hand positioning, and strumming patterns. Engage with a range of musical styles, explore the historical and cultural context of acoustic guitar music. 		
Understanding	<ul style="list-style-type: none"> Explore the many ways music is used in films and games across different genres. Recognise how SFX act as cues, enhancing both on-screen action and gameplay immersion. Describe and apply common compositional and performance features found in game and film soundtracks. Learn how to adapt and develop character themes to reflect different moods, settings, or scenarios. 			<ul style="list-style-type: none"> To understand what a riff is and be able to play one or more To understand how a chord is constructed (triad chords) To be able to combine two or more parts in an ensemble To be able to add the rhythm accompaniment for your chosen riff (online drum machine) 			<ul style="list-style-type: none"> Demonstrate the importance of teamwork through group activities and ensemble playing, showing the development of listening skills and musical communication. Show an understanding of music theory basics, such as pitch, rhythm, meter, and chord progressions. 		
Interleaved Skills M = Main S = Supporting	Performing M	Composing S	Listening & Appraising S	Performing M	Composing S	Listening & Appraising S	Composing S	Listening & Appraising S	Performing M
Assessment	<ul style="list-style-type: none"> Perform and record melodies, chords, and bass lines with accuracy. Demonstrate use of notation to support performance and composition. Apply Music ICT skills using Studio One 4 to record and refine work. 			<ul style="list-style-type: none"> To be able to perform live and record chosen riff/s Ability to use notation Music ICT – StudioOne4 			<ul style="list-style-type: none"> Aural Perception Technical Skills 		