MUSIC Tech KS4 Curriculum Map 2021-22

Yr10 (KS4) BTEC	Topic Area	Knowledge/Skills that are taught	Knowledge/Skills revisited	What does good look like?	Resources/support at home
Autumn 1	**The Music Industry**	● Students will learn about different types of venues, including the pros and cons to each. ● Students will learn about different types of organisations in the music industry and the type of work each undertakes. ● Students will learn about the health & safety issues involved with live music, including all legal requirements. Emphasis will be put on the seriousness of all safety measures. ● Students will learn about all significant music organisations, agencies and unions, including recording companies, music publishing, promoters, broadcasting and marketing and distribution. As well as companies that provide services to artists, venues and production companies, such as royalty collection	● This will predominantly be new learning for the students as the music industry is not covered at KS3.	● Students will be able to display an understanding of all areas of the music industry and be able to apply this knowledge to the Unit 1 exam which will consist of both short answers and extended response questions.	● Google Classroom ● Books ● Links to Useful Videos ● Headphones ● After School Sessions ● Sample Assessment Materials

		agencies, artists' representation and hire companies. ● Students will learn about many different roles within the industry and what each one entails. These will include performance, creative, management, recording and media jobs. ● Students will learn about how it is possible for them to get a break within the industry. This leads on to the promotion elements of Unit 2.			
Autumn 2	**Managing a Music Product**	● Students begin to examine what promotion is and learn how CDs, online products are promoted. For example posters, magazine adverts, social networking, merchandise etc. ● Students will learn how to implement promotion strategies on their own music product. This will include logo, artwork, press release etc.	● This will predominantly be new learning for the students. However students can build upon what they learned in the advert project during year 8. As well as this students will be able to lean upon their knowledge of Logic Pro in order to create their music products. Logic Pro is used many times	● Students will be able to create a tangible product of high quality. The music of the EP should display competent compositional and technological skills. The product should be promoted in a range of ways including artwork, logo and social media. All of which should be done creatively and effectively. The students will need to produce a detailed log	● Google Classroom ● Logic Pro ● Midi Keyboard ● Books ● Links to Useful Tutorials ● Headphones ● Photoshop ● After School Sessions

		● Students will get the opportunity to create their own music product. They will learn how to make an EP using Logic Pro and the school's studio facilities. This will also enable them to gain vitle collaborative, teamwork and time management skills.	during KS3. Students may also wish to use some of the knowledge gained about the music industry when promoting their product.	book which explains all of the work and promotion which has taken place and their own contribution within their group.	
Spring 1	**Managing a Music Product**	● Students begin to examine what promotion is and learn how CDs, online products are promoted. For example posters, magazine adverts, social networking, merchandise etc. ● Students will learn how to implement promotion strategies on their own music product. This will include logo, artwork, press release etc. ● Students will get the opportunity to create their own music product. They will learn how to make an EP using Logic Pro and the school's studio facilities.	● This will predominantly be new learning for the students. However students can build upon what they learned in the advert project during year 8. As well as this students will be able to lean upon their knowledge of Logic Pro in order to create their music products. Logic Pro is used many times during KS3. Students may also wish to use some of the knowledge gained about the music industry when promoting their product.	● Students will be able to create a tangible product of high quality. The music of the EP should display competent compositional and technological skills. The product should be promoted in a range of ways including artwork, logo and social media. All of which should be done creatively and effectively. The students will need to produce a detailed log book which explains all of the work and promotion which has taken place and their own contribution within their group.	● Google Classroom ● Logic Pro ● Midi Keyboard ● Books ● Links to Useful Tutorials ● Headphones ● Photoshop ● After School Sessions

		This will also enable them to gain vitle collaborative, teamwork and time management skills.			
Spring 2	**Managing a Music Product**	● Students begin to examine what promotion is and learn how CDs, online products are promoted. For example posters, magazine adverts, social networking, merchandise etc. ● Students will learn how to implement promotion strategies on their own music product. This will include logo, artwork, press release etc. ● Students will get the opportunity to create their own music product. They will learn how to make an EP using Logic Pro and the school's studio facilities. This will also enable them to gain vitle collaborative, teamwork and time management skills.	● This will predominantly be new learning for the students. However students can build upon what they learned in the advert project during year 8. As well as this students will be able to lean upon their knowledge of Logic Pro in order to create their music products. Logic Pro is used many times during KS3. Students may also wish to use some of the knowledge gained about the music industry when promoting their product.	● Students will be able to create a tangible product of high quality. The music of the EP should display competent compositional and technological skills. The product should be promoted in a range of ways including artwork, logo and social media. All of which should be done creatively and effectively. The students will need to produce a detailed log book which explains all of the work and promotion which has taken place and their own contribution within their group.	● Google Classroom ● Logic Pro ● Midi Keyboard ● Books ● Links to Useful Tutorials ● Headphones ● Photoshop ● After School Sessions
Summer 1	**Introducing Recording**	● Students will learn about what a multi-track recording	● This will predominantly be new learning for the	● Students will need to display a good	● Google ● Classroom

		is and all the equipment that is needed to undertake one. This will include a mixing desk, interfaces, recording environment, amplifiers, monitors etc. ● Students will get an understanding of many different types of microphones and what they can be used for. For example, condenser vs dynamic and different polar patterns. ● Students will learn how to appropriately place microphones for a wide range of instruments including guitar, vocals, piano and drums. ● Students will get the opportunity to create a multi-track recording of their own. Which they will then be taught how to mix and master. ● Students will learn about all different aspects of engineering and the tools	students as recording is not covered in KS3 and access to the studio is limited to KS4 and KS5.	understanding of microphones and how to use them for their multitrack recordings. The students will then lean upon their knowledge of mixing and editing in order to create a high quality polished recording. The students also must document the work they have done and their rationale in detail within their logbooks.	● Logic Pro ● Midi Keyboard ● Books ● Links to Useful Tutorials ● Headphones ● Photoshop ● After School Sessions ● Recording Studio ● Microphones ● Instruments ● Amplifiers

		used to create professional mixes. This includes EQ, compression, reverb, delay, stereo field. ● Students will learn how to bounce their multi-track recordings down in an appropriate format.			
Summer 2	**Introducing Recording**	● Students will learn about what a multi-track recording is and all the equipment that is needed to undertake one. This will include a mixing desk, interfaces, recording environment, amplifiers, monitors etc. ● Students will get an understanding of many different types of microphones and what they can be used for. For example, condenser vs dynamic and different polar patterns. ● Students will learn how to appropriately place microphones for a wide range of instruments including guitar, vocals,	● This will predominantly be new learning for the students as recording is not covered in KS3 and access to the studio is limited to KS4 and KS5	● Students will need to display a good understanding of microphones and how to use them for their multitrack recordings. The students will then lean upon their knowledge of mixing and editing in order to create a high quality polished recording. The students also must document the work they have done and their rationale in detail within their logbooks.	● Google ● Classroom ● Logic Pro ● Midi Keyboard ● Books ● Links to Useful Tutorials ● Headphones ● Photoshop ● After School Sessions ● Recording Studio ● Microphones ● Instruments ● Amplifiers

piano and drums.

- Students will get the opportunity to create a multi-track recording of their own. Which they will then be taught how to mix and master.

- Students will learn about all different aspects of engineering and the tools used to create professional mixes. This includes EQ, compression, reverb, delay, stereo field.

- Students will learn how to bounce their multi-track recordings down in an appropriate format.

Yr11 (KS4) BTEC	Topic Area	Knowledge/Skills that are taught	Knowledge/Skills revisited	What does good look like?	Resources/support at home
Autumn 1	Introducing Recording	● Students will learn about what a multi-track recording is and all the equipment that is needed to undertake one. This will include a mixing desk, interfaces, recording environment, amplifiers, monitors etc.	● This will predominantly be new learning for the students as recording is not covered in KS3 and access to the studio is limited to KS4 and KS5	● Students will need to display a good understanding of microphones and how to use them for their multitrack recordings. The students will then lean upon their knowledge of mixing and	● Google ● Classroom ● Logic Pro ● Midi Keyboard ● Books ● Links to Useful Tutorials ● Headphones ● Photoshop

		● Students will get an understanding of many different types of microphones and what they can be used for. For example, condenser vs dynamic and different polar patterns. ● Students will learn how to appropriately place microphones for a wide range of instruments including guitar, vocals, piano and drums. ● Students will get the opportunity to create a multi-track recording of their own. Which they will then be taught how to mix and master. ● Students will learn about all different aspects of engineering and the tools used to create professional mixes. This includes EQ, compression, reverb, delay, stereo field. ● Students will learn how to bounce their multi-track		editing in order to create a high quality polished recording. The students also must document the work they have done and their rationale in detail within their logbooks.	● After School Sessions ● Recording Studio ● Microphones ● Instruments ● Amplifiers

		recordings down in an appropriate format.			
Autumn 2	Introducing Recording	● Students will learn about what a multi-track recording is and all the equipment that is needed to undertake one. This will include a mixing desk, interfaces, recording environment, amplifiers, monitors etc. ● Students will get an understanding of many different types of microphones and what they can be used for. For example, condenser vs dynamic and different polar patterns. ● Students will learn how to appropriately place microphones for a wide range of instruments including guitar, vocals, piano and drums. ● Students will get the opportunity to create a multi-track recording of	● This will predominantly be new learning for the students as recording is not covered in KS3 and access to the studio is limited to KS4 and KS5	● Students will need to display a good understanding of microphones and how to use them for their multitrack recordings. The students will then lean upon their knowledge of mixing and editing in order to create a high quality polished recording. The students also must document the work they have done and their rationale in detail within their logbooks.	● Google ● Classroom ● Logic Pro ● Midi Keyboard ● Books ● Links to Useful Tutorials ● Headphones ● Photoshop ● After School Sessions ● Recording Studio ● Microphones ● Instruments ● Amplifiers

		their own. Which they will then be taught how to mix and master. ● Students will learn about all different aspects of engineering and the tools used to create professional mixes. This includes EQ, compression, reverb, delay, stereo field. ● Students will learn how to bounce their multi-track recordings down in an appropriate format.			
Spring 1	Introducing Sequencing	● Students will learn how to navigate Logic and use all of its basic functions. This will include selecting sounds, instruments and loops. ● Students will learn how to input MIDI data and the difference between MIDI and audio. Students will learn how to edit the MIDI data using the piano roll and arpeggiator. ● Students will learn how to create interesting drum rhythms using Ultrabeat and	● Students will be able to build upon any skills they gained during KS3 using Logic Pro. They will also be able to further their compositional techniques from creating an EP in Unit 2.	● Students will have to create a technology composition to a brief. This will need to display all the skills learned about sequencing. Students will also need to be able to show and explain how to carry out numerous tasks on Logic Pro using a screencast and a detailed logbook.	● Google Classroom ● Logic Pro ● Midi Keyboard ● Books ● Links to Useful Tutorials ● Headphones ● Photoshop ● After School Sessions

		by learning how to manipulate loops. ● Students will learn how to arrange ideas into full length tracks.			
Spring 2	Introducing Sequencing	● Students will learn how to navigate Logic and use all of its basic functions. This will include selecting sounds, instruments and loops. ● Students will learn how to input MIDI data and the difference between MIDI and audio. Students will learn how to edit the MIDI data using the piano roll and arpeggiator. ● Students will learn how to create interesting drum rhythms using Ultrabeat and by learning how to manipulate loops. ● Students will learn how to arrange ideas into full length tracks.	● Students will be able to build upon any skills they gained during KS3 using Logic Pro. They will also be able to further their compositional techniques from creating an EP in Unit	● Students will have to create a technology composition to a brief. This will need to display all the skills learned about sequencing. Students will also need to be able to show and explain how to carry out numerous tasks on Logic Pro using a screencast and a detailed logbook.	● Google Classroom ● Logic Pro ● Midi Keyboard ● Books ● Links to Useful Tutorials ● Headphones ● Photoshop ● After School Sessions
Summer 1	The Music Industry	● Students will learn about different types of venues,	● This will predominantly be new learning for the	● Students will be able to display an understanding	● Google Classroom

		including the pros and cons to each. ● Students will learn about different types of organisations in the music industry and the type of work each undertakes. ● Students will learn about the health & safety issues involved with live music, including all legal requirements. Emphasis will be put on the seriousness of all safety measures. ● Students will learn about all significant music organisations, agencies and unions, including recording companies, music publishing, promoters, broadcasting and marketing and distribution. As well as companies that provide services to artists, venues and production companies, such as royalty collection agencies, artists' representation and hire companies.	students as the music industry is not covered at KS3.	of all areas of the music industry and be able to apply this knowledge to the Unit 1 exam which will consist of both short answers and extended response questions.	● Books ● Links to Useful Tutorials ● After School Sessions

		● Students will learn about many different roles within the industry and what each one entails. These will include performance, creative, management, recording and media jobs.			
Summer 2	The Music Industry	● Students will learn about different types of venues, including the pros and cons to each. ● Students will learn about different types of organisations in the music industry and the type of work each undertakes. ● Students will learn about the health & safety issues involved with live music, including all legal requirements. Emphasis will be put on the seriousness of all safety measures. ● Students will learn about all significant music organisations, agencies and unions, including recording companies, music publishing, promoters, broadcasting and marketing	● This will predominantly be new learning for the students as the music industry is not covered at KS3.	● Students will be able to display an understanding of all areas of the music industry and be able to apply this knowledge to the Unit 1 exam which will consist of both short answers and extended response questions.	● Google Classroom ● Books ● Links to Useful Tutorials ● After School Sessions

		and distribution. As well as companies that provide services to artists, venues and production companies, such as royalty collection agencies, artists' representation and hire companies. ● Students will learn about many different roles within the industry and what each one entails. These will include performance, creative, management, recording and media jobs.			
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