



Curriculum Overview for Music Year 9

<p>Half Term 4: Using Technology Musically: Film Music</p>		<p>Model reading and highlighting to pick out key details</p>
<p>Substantive Knowledge:</p> <ul style="list-style-type: none"> • The role of diegetic, non-diegetic & trans-diegetic sound in films • How a Leitmotif can represent a character, location or action • How a leitmotif can be altered to suit the mood at a given time • How underscoring enhances the emotional response to a film <p>Disciplinary Knowledge:</p> <ul style="list-style-type: none"> • How to manipulate pitch, rhythm, dynamics, tempo, sonority, tonality, texture, timbre, structure & silence to create different moods / effects in film music 		<p>Genre – Horror, Comedy, Romance, Action Storyboard, Foley Artist, Diegetic, Non-diegetic, Trans-diegetic Underscore Tonality – Major, Minor, Atonal Melody, conjunct, disjunct Dynamics – sudden change, gradual change Mickey-mousing – sonority, hit point Leitmotif, Impact</p>
<ul style="list-style-type: none"> • How to manipulate pitch, rhythm, timbre & sonority to match music to movement on-screen • How to manipulate tonality, timbre, dynamics & tempo to alter the mood of a Leitmotif 		<ul style="list-style-type: none"> • Lessons start with Recall Questions • Formative assessment of developmental exercises • Summative practical assessment of composing and music technology knowledge
		<p>Homework to be a series of listening activities to reinforce film music techniques covered in lesson</p>