

## Subject: Performing Arts (Music) Year 9 Curriculum Map 2024-2025

	Topics covered and <b>core knowledge and skills</b>	Links to careers	Resources Links
<b>Half term 3</b>	<p><b>Film and Video Game Music – Maritime Curriculum</b></p> <p>This scheme of work for Year 9 explores the captivating world of Film and Video Game Music, with a specific focus on maritime themes that align with the school’s maritime curriculum. Pupils will investigate how composers use music to create atmosphere, immerse audiences, and bring characters and scenes to life, using examples from iconic films and video games such as <i>Pirates of the Caribbean</i>, <i>Titanic</i>, <i>The Poseidon Adventure</i>, <i>20,000 Leagues Under the Sea</i>, and <i>Sea of Thieves</i>.</p> <p>The unit begins by examining how music sets the tone for maritime adventures. Pupils will study the role of leitmotifs in character development, such as Jack Sparrow's iconic theme from <i>Pirates of the Caribbean</i>, and explore how orchestration, dynamics, and harmony are used to evoke the vastness of the ocean or the peril of a stormy sea.</p>	<p>For careers, <a href="#">click here</a></p>	<p>Knowledge Organiser</p>
<b>Half term 4</b>	<p>Next, pupils will explore how tension and emotion are conveyed in soundtracks, analysing the use of musical devices such as crescendos, chromaticism, and minor keys in films like <i>Titanic</i> to evoke tragedy and romance. Video game music will be studied to uncover how interactive and looping soundtracks, such as those in <i>Sea of Thieves</i>, adapt to gameplay and enhance immersion.</p> <p>Practical work will allow pupils to compose their own maritime-themed music, inspired by the techniques they have studied. They will create soundtracks for short experimenting with devices such as:</p> <ul style="list-style-type: none"> <li>• <b>Instrumentation and timbre</b> to evoke the sea (e.g., strings for waves or percussion for storms).</li> <li>• <b>Harmonic language</b> to convey heroism, tension, or mystery.</li> <li>• <b>Dynamic contrasts and texture</b> to create drama and excitement.</li> </ul> <p>Performance tasks will include re-creating famous themes, developing ensemble skills, and experimenting with improvisation to simulate the adaptive qualities of video game music.</p> <p>Pupils will also explore the historical and technological developments that have shaped film and game music, gaining an understanding of how composers like Hans Zimmer (<i>Pirates of the Caribbean</i>) and James Horner (<i>Titanic</i>) have crafted their iconic scores.</p> <p>By the end of the scheme, pupils will have developed their skills in composition, performance, and critical listening. They will have a nuanced understanding of how music enhances storytelling in film and video games, and they will have created their own maritime-inspired musical pieces that bring characters and scenes to life with the power of music.</p>	<p>For careers, <a href="#">click here</a></p>	<p>Knowledge Organiser</p>