



A-level Music

Performance: Students must perform for a minimum of ten minutes.

- Western classical tradition
- Music for media
- Jazz

2 performances
Solo - minimum 1 piece - minimum 1 minute
Ensemble - minimum 1 piece - minimum 1 minute
Together total minimum of 4 minutes across the solo and ensemble pieces

YEAR 12

Performance
Appraising
Composition

YEAR 13

Performance
Appraising
Composition

Post Secondary Pathways

- 4 Areas of Study with 2 Set Works each:
- Instrumental Music 1700–1820
 - Vocal Music
 - Music for Stage and Screen
 - Fusions

Pitch
Duration
Texture
Silence
Sonority
Articulation
Timbre
Tempo
Dynamics

The Elements of Music

GCSE Edexcel Music

- Composition to a brief
- Free composition

Performance
Appraising
Composition

2 compositions
1 to set brief – minimum 1 minute
1 free composition – minimum 1 minute
Together total minimum of 3 minutes

YEAR 11

Performance
Appraising
Composition

YEAR 10

Pitch
Duration
Texture
Silence
Sonority
Articulation
Timbre
Tempo
Dynamics

The Elements of Music

Diegetic
Non-Diegetic



Popular Song Structure

INTRO	CHORUS
VERSE 1	BRIDGE/ VERSE 2
CHORUS	MIDDLE 8
VERSE 3	CHORUS
	CODA



Free Composition



YEAR 9

Film Music

Britpop

Independent Music Project

World Music Fusion

Musicals

Reggae Song Lyrics



Blues Scale

Swing/Swung Rhythms

Riffs

Pitch
Duration
Texture
Silence
Sonority
Articulation
Timbre
Tempo
Dynamics

The Elements of Music



Reggae / Protest songs

Class Band (pop)

Jazz Improvisation

Hooks & Riffs

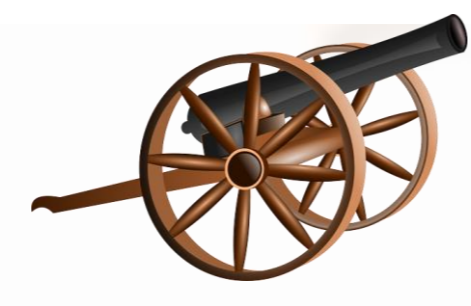
YEAR 8

Baseline Assessments

Pitch
Duration
Texture
Silence
Sonority
Articulation
Timbre
Tempo
Dynamics

The Elements of Music

Canon Round



Developing instrumental and vocal skills



Popular Song Structure

INTRO	CHORUS
VERSE 1	BRIDGE/ VERSE 2
CHORUS	MIDDLE 8
VERSE 3	CHORUS
	CODA

Composition

YEAR 7

Pachelbel's Canon

Ode to Joy

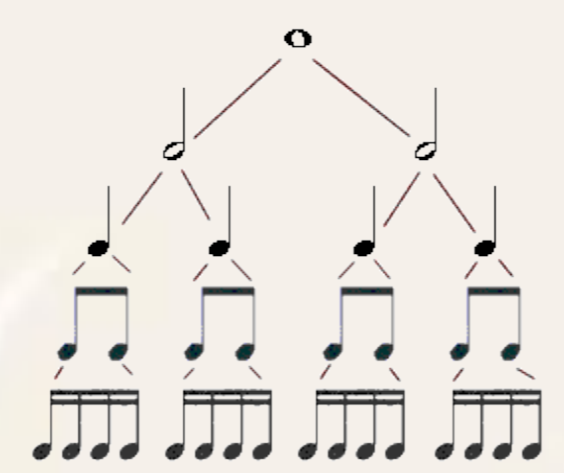
Valkyrie New World

Hound Dog

Hey Jude

Treble Clef Staff Notation

Note Durations



Texture and Layers

Blues Chord Sequence

I	I	I	I
IV	IV	I	I
V	IV	I	V