WHS Music GCSE Curriculum

Video game music

How do composers have to adapt their compositions to fit video game music?

What conventions of conventions can be found in video game music?

AOS 1 Musical Forms and Devices

How do the 'great' musicians of the past use musical forms and devices?

How can we analyse scores created hundreds of years ago?

Solo Performance

How do we demonstrate GCSE standard performance in our individual instrument?

How do we monitor our development as musicians?

AOS 4 Popular Music

What conventions created the origins of what we now refer to as popular music?

Which musicians paved the way to 20th and 21st century popular music?
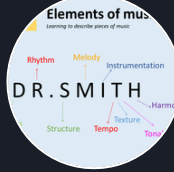
Free Composition

What music can you create using DAW software to match the GCSE standard required?

How can you use the techniques we have learned so far in our own compositions?

Performance skills 2

How can we demonstrate 'expression and interpretation' in our GCSE performances?

What creates a performance with 'technical control'?

Elements of Music

How do we use the elements of music to influence our music to evoke specific emotions?

How do we notate ornaments and changes to the elements of music?

Composition for GCSE

How do we use technology to support our creativity when composing for GCSE's?

How can we use our knowledge of the EoM to develop our compositions?

AOS 2 Music for Ensemble

What are the expectations of performing as part of an ensemble?

Which ensembles created the conventions we use today and what are they?

AOS 3 Film Music

How do we develop our understanding of film music to respond to GCSE standard questions?

How do you write 10-mark GCSE questions?

Performance Skills

How are you marked for performance GCSE music?

How do we develop our performance skills to match the GCSE criteria?

Set Works

What are the expectations for the GCSE listening exam?

What key parts of the AoS are important for the GCSE paper?

Year 9 KS3   Year 10 KS4