

# Scope and sequence: Stage 6 Music 1

## Preliminary Course

Stage 6 Music 1			
Duration	10 Weeks	10 Weeks	10 Weeks
Term	One	Two	Three
Unit overview	<p><b>Music for Screen</b></p> <p>This unit will allow students to explore how music can enhance storytelling in film, TV, and video games. They will learn to identify various music concepts including texture/timbre, pitch, and duration in the context of popular film scores. They will apply this knowledge to compose a short soundtrack to a visual stimulus, using a DAW. This unit will introduce compositional and listening skills and provide the preliminary understanding for the use of motifs, dissonance, tempo development and timbre, that can be extended in the following units of work.</p>	<p><b>Music of the 20<sup>th</sup> and 21<sup>st</sup> Century</b></p> <p>This unit will examine art music in the 20th and 21st centuries. It will expand and extend ideas around texture, pitch, motivic development in the context of composers such as Stravinsky, Schoenberg, Cage, as well as Australian composers such as Sculthorpe, Kats-Chernin and Vine. Those techniques used by these composers which have influenced soundtrack composers will be examined. Students will further develop their understanding of tonality through the study of atonality and non-standard tonalities (i.e. whole-tone scale). Compositional</p>	<p><b>Jazz</b></p> <p>This unit will allow students to explore the history, various styles, and musical qualities of jazz. It will take a chronological approach, starting from traditional blues and swing through, moving to bebop, modal jazz, and modern fusion. Students will be able explore standard jazz forms (Blues, ABA, etc.) and extend their understanding of concepts of on rhythm (by being exposed to more complex structures) and tonality (exploration of blues scale and chord tones) and undertake improvisation in ensemble settings. Students their apply knowledge of</p>

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		techniques using chance will also be examined.	structure, use of motifs, harmony, and texture to develop their improvisation skills and perform in different jazz styles.
Outcomes			
<b>Assessment</b>	<p>Task 1 (30%)</p> <p>Students will compose an original music for a film scene using a DAW (from scratch or using loops) (20%)</p> <p>Students will undertake a listening task analysing music for screen (10%)</p>	<p>Task 2 (30%)</p> <p>Students will perform key themes or an excerpt from of a 20th/21st century work (20%)</p> <p>Students will do a Viva Voce analysing key musical concepts in a selected composition (10%)</p>	<p>Task 3 (40%)</p> <p>Students will compose an improvisation a solo over a jazz progression (20%)</p> <p>Students will perform of a jazz standard or original piece (20%)</p>
Due	Week 9, Term 1	Week 10, Term 2	Week 9, Term 1
Total	30	30	40

