

Key Stage 4 OVERVIEW – BTEC Music

2 lessons per week	Term 1 (6 weeks)	Term 2 (8 weeks)	Term 3 (6 weeks)	Term 4 (5 weeks)	Term 5 (7 weeks)	Term 6 (7 weeks)
Year 10	Unit 1 The Music Industry	Unit 1 The Music Industry	Unit 1 The Music Industry	Unit 1 The Music Industry	Unit 1 The Music Industry	Unit 1 The Music Industry Unit 2 Managing Music Product
	<p>Employment – Musician (employment types, contract, invoice). Venues (small, medium, large). H&S (H&S act – H&S Venues). Performing and creative job roles. Performance related job roles. Creative related job roles.</p> <p>Multiple choice and short answer questions (test and repair)</p> <p>KMP – Exam questions on areas covered.</p>	<p>Unions (performing, creative) Payment (employment types, linked to performance/creative job roles as if self-promoting) Job roles linked to promoting performances (booking agent, Manager, Promoter, Stylist). Venues – suitable for performance (best venue for...) A & R role. Methods of promotion (self promotion) Hire and transport (the need for and who organises this?) Multiple choice and short answer questions (test and repair)</p> <p>KMP – Exam question (promotion of local festival)</p> <p>Mock paper exam</p>	<p>Performing and Creative roles DIY (songwriter, royalties, studio roles). DIY – studio technician, studio engineer, musician Publishing and self-publishing. Unions recap (performing and technical). Royalties (performing, technical, songwriter). Trade bodies</p> <p>Multiple choice and short answer questions (test and repair)</p> <p>KMP – exam question on studio equipment for DIY projects as song writer/studio engineer.</p>	<p>Record Companies – Major labels and sub labels. Roles linked to recording companies. Record companies – independent. Contracts – which to choose major or independent? (advantages and disadvantages). Distribution and retailers. Royalties – who gets what? Unions and trade bodies – contract advice.</p> <p>Multiple choice and short answer questions (test and repair)</p> <p>KMP – Recording labels/ contracts.</p>	<p>Promotion and Production- marketing, broadcasting.</p> <p>Revisit – venues, H&S, performance and creative job roles.</p> <p>Exam revision – if resets necessary.</p> <p>KMP - Full exam papers Mock paper exam</p>	<p>Job Roles Creative and Performance Exam style questions relating to this section of the course. Past paper practice for home learning and PCD</p> <p>See below for main lesson content for all sessions – Discussions on product – what will be Practise concert Summer Showcase</p>

	Ensemble Skills – Unit 1 Music Industry and Unit 7 Sequencing	Unit 7 Introducing Music Sequencing	Unit 7 Introducing Music Sequencing	Unit 7 Introducing Music Sequencing	Unit 7 Introducing Music Sequencing	Unit 2 Managing a Music Product
	<p>Band Skills Rehearsal Skills Boulevard of Broken Dreams I Gotta Feelin Clocks Sweet Dreams Learning aim A: Explore music sequencing techniques Different methods to add notes to a track: adding notes with a mouse, playing notes in with a MIDI keyboard, steptime input – adding notes in musical steps, importing MIDI material. Editing the properties of note events: duration, note position, pitch, velocity. Log of sequencing techniques</p>	<p>Learning aim A: Explore music sequencing techniques Different methods to add notes to a track: adding notes with a mouse, playing notes in with a MIDI keyboard, steptime input – adding notes in musical steps, importing MIDI material. Editing the properties of note events: duration, note position, pitch, velocity. Copying and pasting notes and regions: copy and paste using mouse, copy and paste using keyboard shortcuts. Using loops and pre- recorded samples: choosing loops and samples, looping regions. Selecting instruments and sounds: using software instruments, selecting pre set sounds</p> <p>Log of sequencing techniques</p>	<p>Learning aim A: Explore music sequencing techniques Effects Learners should explore the use of effects to enhance their music: ● software mixer ● digital effects – EQ, chorus, reverb. Learning aim B: Use music sequencing software to create music</p> <p>Assignment: Music for Horizons Travel Advert Choose appropriate piece to sequence or sequence own piece suitable for the advert</p>	<p>Learning aim B: Use music sequencing software to create music Horizons TV advert brief Intentions ● selecting sounds to fit the brief – software instruments, loops, samples ● project settings – tempo, time signature. Recording and editing ● recording MIDI – real time capture, step recording, clicking in ● region editing – looping, copy and paste, resizing and trimming, time-stretching ● quantising ● event editing – note position, note length, note pitch, note velocity. Mixing The tracks should be mixed together to create a finished product. Some elements of the mixing process naturally occur during the sequencing process. ● volume balance ● stereo field – appropriate panning of instruments</p>	<p>Learning aim B: Use music sequencing software to create music</p> <p>Completion of sequenced piece.</p> <p>Annotations and Idiots Guide on how to use Cubase using notes from lessons</p>	<p>Learning aim A: Plan, develop and deliver a music product Promotion and target audience material Production meetings Production log book Job Roles Performance Rehearsal King's Fest</p>

				<ul style="list-style-type: none"> ● effects – using insert effects, e.g. reverb, delay, chorus, distortion ● the end product – bouncing down to stereo. ● Learners should monitor their activities on a regular basis, e.g 		
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