

# Year 9 AMC (Art, Music, Computing) Curriculum Map

Subject	Music	Art and Design	Computing	Music	Art and Design	Computing
Topic	Film Music	Pop Art	Media Animations	Theme and Variations	Intro to BTEC Art Exploring 3D design	Cyber security
Key Content	<p>Learners will focus upon sound analysis and leitmotifs used in moving Image projects. They will also identify the purpose of Music, SFX and Foley within different moving image projects.</p> <ul style="list-style-type: none"> <li>• Music for moving Image</li> <li>• Sound analysis</li> <li>• Mickey Mousing</li> <li>• SFX and voice overs</li> <li>• Foley</li> <li>• Music sequencing and editing</li> </ul>	<p>Learners will be introduced to Pop Art movement and iconic artists such as, Andy Warhol, Roy Lichtenstein, Claus Oldenburg, Keith Haring and Sarah Graham.</p> <p><b>Drawing</b> Observational drawing of food items in Pop Art style. Copying and tracing iconic works of other Pop artists and combining them.</p> <p><b>Painting</b> Recreating iconic Pop Art in paint. Sarah Graham sweets project.</p> <p><b>Media</b> Cardboard relief of Pop Art, 3D Pixelated Art, Pop Art sculpture of food/drink, Collage</p> <p><b>Knowledge:</b> Developing understanding of Pop Art.</p>	<p>In this unit learners will discover how professionals create 3D animations using the industry-standard software package, Blender. By completing this unit learners will gain a greater understanding of how this important creative field is used to make the media products that we consume.</p> <ul style="list-style-type: none"> <li>• Impact of 3D animation in the wider world</li> <li>• Keyframe animations</li> <li>• Complex modelling</li> <li>• Organic modelling</li> <li>• Project</li> </ul>	<p>Learners will listen to different variations of 21st century songs and identify the musical differences. They will learn how to alter genre, rhythm, melody, lyrics, instrumentation and accompaniment to create their own versions of popular songs in groups. They will also record their pieces using a range of software.</p> <ul style="list-style-type: none"> <li>• Recap musical elements</li> <li>• Playing chords and melody</li> <li>• Singing</li> <li>• Arranging and performing</li> <li>• Ensemble skills</li> </ul>	<p>Learners will be introduced to BTEC Art and Design specification and complete the first unit as an introductory to the course for those who chose the pathway.</p> <p>They will investigate how to research and develop ideas through to the 3 dimensional (3D) prototype stage of product design. Using pop art as a design stimulus they will develop practical skills whilst also investigating the visual language, materials and methods of the design industry.</p>	<p>Learners will be taken on an eye-opening journey of discovery about techniques used by cybercriminals to steal data, disrupt systems, and infiltrate networks.</p> <ul style="list-style-type: none"> <li>• Protecting your data</li> <li>• Social engineering</li> <li>• Script Kiddies</li> <li>• Rise of the Bots</li> <li>• Fake accounts and servers</li> <li>• Cyber attacks</li> </ul>

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Knowledge & Skills	<u>Knowledge</u> Applying knowledge of musical elements to analyse Music.  Developing understanding of DAW software  <u>Skills</u> Developing sequencing and editing skills  Responding to teacher feedback and improving work  Developing composition skills.  Mickey Mousing for cartoons  Creating sounds using Foley Techniques	<u>Knowledge</u> Studying new artists Warhol, Haring, Hockney, Liechtenstein and Britto.  Developing knowledge of the Pop Art movement and how it influenced its own 'culture' at the time.  Analysing and forming opinions about Art.  Applying knowledge of contrasting / complementary colours to Pop Art.  Exploring Pop artists from around the world.  <u>Skills</u> Building upon previous skills and knowledge of colour theory and value to add shading to 2D and 3D drawings.  Stencilling, image transfer.  Painting  Forming and justifying opinions about famous works.	<u>Knowledge</u> Knowing the basics of modelling, texturing, and animating; outputs will include 3D models and short videos.  <u>Skills</u> Use a material to add colour to objects.  Create, scale and rotate objects using software.  Add, move, and delete keyframes to make basic animation.  Play, pause, and move through the animation using the timeline  Use modelling techniques that are used to make organic/natural-looking models	<u>Knowledge</u> Knowing the basics of recording audio.  Developing aural perception skills and extended musical vocabulary.  Analysing songs and identifying technical changes and differences.  <u>Skills</u> Developing rhythm and timing  Developing ensemble and instrumental skills  Working together effectively and developing listening and teamwork skills.	<u>Knowledge</u> Developing understanding of painting methods and techniques.  Develop knowledge of model and prototype construction,  Developing understanding of different artists through time and their techniques.  <u>Skills</u> Developing printmaking skills.  Applying self- and time-management whilst developing ideas  Making 3D objects and learning about tools and equipment.  Communicating ideas and intentions, Reviewing and Improving work.	<u>Knowledge</u> Knowing the value of their data to organisations and what they might use it for.  Looking at social engineering techniques used by cybercriminals.  Identifying different cybercrimes such as hacking, DDoS attacks, and malware.  Knowing methods to protect ourselves and our networks against these attacks.  <u>Skills</u> Using a computer independently.  Browsing the internet safely.  Altering security settings to protect accounts.  Scanning and skimming for information.
Assessment	Pupils knowledge and understanding is supported and assessed through the use of formative and summative assessments, ensuring our pupils know more and remember more.					