

## Year 9 Music

### Learning Programme 3

The LORIC skill focus for this LP is: RESILIENCE The values for this LP are RESPECT and JUSTICE Respect - treat others how you would wish to be treated yourself. Justice - our College rules are fair and reasonable		Literacy Non-Negotiables: <ul style="list-style-type: none"><li>Capital letters must be used at the start of sentences and for the first letter of proper nouns</li><li>Full stops must be used at the end of a sentence</li><li>Question marks must be used at the end of a question</li><li>Apostrophes should only be used for possession or omission</li><li>Days of the week and months must be spelled correctly</li><li>Key words must be spelled correctly</li><li>Vocabulary to be taught using the Frayer model</li></ul>	
What will I be learning about in this Learning Programme? We will be learning about Video Game Music and its development from simplistic 8-bit sounds to fully scored orchestral music. We will revisit some knowledge briefly linking film music to this from a themes/leitmotif and underscoring perspective.			
Where have I seen this learning before? Certain elements of video game music also appear in film music and are common compositional devices such as the leitmotif and underscoring which we have seen before in Year 8 (2024-25).  What could I use it for? Video game music could be used not only to help with further study into BTEC but also if you are interested in pursuing a career in the games industry. It can also help you to understand the video games you might play and why music plays a big part in the experience you have as a player.			
In LP3.1, I will know:	05/01/26 - (WK 2)	Frayer Model Words	Homework
how video game music has developed historically and how it differs from film music. IGNITION TASK - Guess the Game!		Composer	
In LP3.2, I will know:	12/01/26 - (WK 1)	Frayer Model Words	Homework
how leitmotifs are used in video games to represent characters, settings, or themes, building on my prior learning from film music.		Leitmotif	Create a job advert for a video game composer including their responsibilities and any qualifications they might need.
In LP3.3, I will know:	19/01/26 - (WK 2)	Frayer Model Words	Homework
how underscoring creates atmosphere in gameplay, similar to its role in film.		Underscoring	
In LP3.4, I will know:	26/01/26 - (WK 1)	Frayer Model Words	Homework
the difference between linear (fixed) and adaptive (interactive) music in games.  Extended Task.		Adaptive Music	Create a revision card about the difference between leitmotif and underscoring.
In LP3.5, I will know:	02/02/26 - (WK 2)	Frayer Model Words	Homework
how composers use musical elements (tempo, dynamics, texture, harmony) to respond to player actions.		Dynamics	
In LP3.6, I will know:	09/02/26 - (WK 1)	Frayer Model Words	Homework
how iconic video game soundtracks (e.g., Super Mario Bros, The Legend of Zelda, Halo) use repetition and variation to enhance immersion.		Variation	Write out the names of each of the musical elements and their definitions. Then create a sentence for each about video game music.
LP3 RLW, I will:	23/02/26 - (WK 2)	Frayer Model Words	Homework
review my learning, recalling and applying key knowledge, and focus on closing any gaps in my knowledge.		N/A	Revision Card.
In LP3.7, I will know:	02/03/26 - (WK 1)	Frayer Model Words	Homework
how to create and evaluate my practical work from video game music, applying techniques such as leitmotif and underscoring, as well as musical elements to explain my work.  Extended Task.		N/A	
Resources to support learning: Synergy resources, book resources, knowledge organiser.			
FFET Award Challenge for this Learning Programme: Design an idea for a video game and create ideas for a theme tune for this.			


 PRT Task 1


 PRT Task 2