

MUSIC Year 8 HALF TERM THREE January – February

Video Game Music - Performing

WEEK 16 wc 6 th Jan	Students learn to play the Super Mario brothers theme on keyboard. This theme is repeated meaning it is cyclical – key term for today. (recapping basic notation and rhythms, perhaps also keyboard technique as needed)
WEEK 17 wc 13 th Jan	Students learn to play the Tetris theme on keyboard. This theme is repeated meaning it is cyclical – key term from last lesson. Also, this theme uses an accelerando. (Gradually getting faster) (recapping basic notation and rhythms, perhaps also keyboard technique as needed)
WEEK 18 wc 20 th Jan	Students learn to play the Undertale theme on keyboard. This theme is repeated meaning it is cyclical – key term from previous learning. Students may add an accelerando (Gradually getting faster) once mastered. (recapping basic notation and rhythms, perhaps also keyboard technique as needed)
WEEK 19 wc 27 th Jan	Students are asked to rehearse all 3 themes covered so far. (Super Mario Bros, Tetris and Undertale to further embed previous learning. (recapping basic notation and rhythms, perhaps also keyboard technique as needed)
WEEK 20 wc 3 rd Feb	Students select one theme to be their sole focus. They rehearse this in preparation for performance next week.
WEEK 21 wc 10 th Feb	Students given rehearsal time before performing / sharing their work. Quiz linking to concepts, notation and rhythms used throughout the topic.