

Curriculum Area/Subject: Enterprise – Creative Music Industry KS4/5

	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Year 10	CMI204 – Music Sequencing & Production					
	Introduction to Logic Loop Library Editing Loops Sequencer Synthesisers & Synth Patches MIDI Editing Note Data	Automation – Volume & Panning Quantisation Editing Audio Data Insert & Send Effects	Introduction to Sampling Drum Machine Designer Planning for Assessed Piece	ASSESSED PROJECT PIECE Compile Workbook Evidence Evaluation	Opportunities for Re-doing work Promotional Digitech Video Recording a Podcast	Opportunities for Re-doing work Promotional Digitech Video Recording a Podcast
Year 11	CMI207 – Organising a Music Event					
	Introduction to Live Music Events Roles and Responsibilities Production Timelines Artist & Venue Liaison Health & Safety Insurance Liability & Risk Assessment	Technical Skill Development – Audio/P.A. equipment Technical Skill Development – Lighting Christmas Event Planning Christmas Event	Evaluation of Christmas Event Recap Term 1 learning Promotion Final Event Planning Break into Sub Teams Sub Teams planning	ASSESSED MUSIC EVENT Compile Workbook Evidence Evaluation		
Year 12	CMI305 – Music Sequencing & Production		CMI343 – Music for Media Destinations		CMI336 – Radio, Podcast Production	
	Introduction to Logic Loops & Editing Sequencers Synthesisers & Synth Patches Oscillators, LFOs Automation, ADSR	Sampling Drum Machine Designer ASSESSED PROJECT PIECE Evaluation	Introduction to Synchronisation Research Different Medium Analysis Task #1 FIRST ASSESSED PIECE (Advert)	Analysis Task #2 SECOND ASSESSED PIECE (Short Film/Video Game) Evaluation	Introduction to Podcasts Presenting Writing Rationale Scripting Pod Recording	Pod Recording EDITING/MIXING PODCAST Evaluation
Year 13	CMI317 - Careers	CMI352 - Streaming	CMI355/CMI367 – Live Event/Social Media		Mop Up	
	Spotlight on Jobs in Music Industry Writing Job Profiles Building Contact Networks Business Plans CVs ASSESSED PORTFOLIO	Introduction to Streaming Platforms Equipment Logistics Planning Streams ASSESSED STREAM Evaluation	Live Events introduction Nature/Scale of Event Timeline, Roles & Responsibilities Logistics & Budgeting Health & Safety Equipment Event Planning	Social Media Campaign Concepts, Tools and Formats Event Planning and Prep ASSESSED EVENT Evaluation x 2	Re-do/Improvement Opportunity for any previous units	