

Music KS3 Assessment Framework					
	Beginning Grade 1	Working Towards Grade 2-3	Expected Grade 4-5	Exceeding Grade 6-7	Excelling Grade 8-9
Variations	I can:	I can:	I can:	I can:	I can:
	<p>Playing: Singing & Performing</p> <p>Perform basic and simple parts (melody or bass line) from a range of computer and video game themes with a limited sense of effect.</p>	<p>Playing: Singing & Performing</p> <p>Perform and/or create a range of simple computer and video game sound effects.</p>	<p>Playing: Singing & Performing</p> <p>Perform more complex parts from a range of computer and video game music themes showing accuracy of pitch and rhythm and using appropriate sounds, timbres, voices and sonorities.</p>	<p>Playing: Singing & Performing</p> <p>Perform and/or create a range of effective computer and video game sound effects.</p>	<p>Playing: Singing & Performing</p> <p>Perform with two-hands (melody and bass line parts together) a range of computer and video game music themes reading from staff notation with accurate pitch and rhythm and appropriate sounds.</p>
	<p>Creating: Composing & Improvising</p> <p>Create a basic character motif with some awareness in the sense of style.</p>	<p>Creating: Composing & Improvising</p> <p>Create, perform and present an original basic piece of computer or video game music containing some basic sound effects and recording using basic notation</p>	<p>Creating: Composing & Improvising</p> <p>Create, perform and present an original more refined piece of computer or video game music using appropriate notation and using some characteristic features of computer and video game music.</p> <p>Create a more advanced character motif in AABA form using musical features commonly found in computer and video game music.</p>	<p>Creating: Composing & Improvising</p> <p>Create, adapt and refine an effective character motif for use in different scenarios or atmospheres within a computer or video game.</p>	<p>Creating: Composing & Improvising</p> <p>Create, perform and present an original effective complete piece of computer or video game music using appropriate notation and utilizing characteristic features of computer and video game music.</p>
	<p>Critical Engagement: Listening & Appraising</p> <p>Describe very basic points within a computer or video game when music used with some guidance and prompting.</p>	<p>Critical Engagement: Listening & Appraising</p> <p>Describe basic points within a computer or video game when music used e.g. main titles, level changes, game over etc.</p>	<p>Critical Engagement: Listening & Appraising</p> <p>Describe a range of points within a computer or video game when music is employed using specific musical vocabulary e.g. Ground Theme (main title), Character Theme/Motif, Decision Motif.</p>	<p>Critical Engagement: Listening & Appraising</p> <p>Describe how a Character Theme/Motif can be adapted, changed and altered at different points within a computer game by manipulating the Elements of Music and using subject specific musical vocabulary.</p>	<p>Critical Engagement: Listening & Appraising</p> <p>Show an excellent knowledge of and evaluate how a Character Theme/Motif can be adapted, changed and altered at different points within a computer game by manipulating the Elements of Music and using subject specific musical vocabulary.</p>