		Course Na	ame:								
Level	1	Music (11MUS)									
Course Overview		This is an interesting and challenging course. It focuses on the main aspects of Music – Performance, Composition, Music Theory and Aural, Music Knowledge and Music Technology. Students study a wide range of music styles. Performing in public and for audiences is a requisite. Every Student is also expected to contribute to the co-curricular and extra-curricular musical activities at school and attend all rehearsals when these occur.									
Assessments Offered											
Standard Number	Title			Level	Int/ Ex	Credits	:	1 eracy	L1 Literacy	UE Lit Reading	UE Lit Writing
AS91090		Perform two pieces of music as a featured soloist.		1	Int	6					
AS91091	Demo throu	Demonstrate ensemble skills through performing a piece of music as a member of a group			Int	4					
AS91092	Comp music	Compose two original pieces of nusic.			Int	6					
AS91093	theor	Demonstrate aural and theoretical skills through transcription.			Ex	4					
AS91094	conve	Demonstrate knowledge of conventions used in music scores.			Ex	4			Yes		
AS91095	music	Demonstrate knowledge of two music works from contrasting contexts.			Int	6			Yes		
							Total	numbe	r of credits	available	30
Prerequisites		(a) Any student wishing to sit NCEA must be able to sing or play an instrument to at least Grade 2 level, or be competent and confident on an instrument; (b) An audition that will require a performance may be necessary; (c) Satisfactory completion of Year 10 Music is desirable; (d) A strong commitment to music lessons through the Itinerant Music Scheme, or privately.									
Other Details		Materials Year11 Music Workbook Expected Trips TBC									
Where could		Level 2/3 Music and a future in the Creative Industries. See Mr Chapman-Smith									
this lead?		for further details about possible career pathways through Music.									
Vocational Pathways		Construction & Manufacture & Technology				-			vice Social Commu		Creative Industries
											30
See Mr Chapman-Smith											