Revision Materials				
	materials are available for of the 4 areas of study and additional language for learning, including online tutorials, useful websites, notes and exemplar answers;			
	monthly full exam paper will continue to be run in lessons – make sure continue to revise thoroughly for these.			
Date	NEA: Performing			
	Final PERFORMING deadline.			
Friday 1 <sup>st</sup> April (Deadline)	One performance of 1min 30 secs duration MUST have been completed and recorded by this date. This will be marked by me and externally moderated and attracts 30% of your final mark.			
	NEA: Composing			
Friday 29th April (Deadline)	One composition of 2 mins duration MUST have been completed and recorded/exported/annotated by this date. This will be marked by me and externally moderated and attracts 30% of your final mark.			
		LISTENING AND API	PRAISING EXAM	
e (am)	<ul> <li>8 x multi-part questions on previously unheard extracts of music (up to 1 1/2 hours) based on the following:</li> <li>Music for film and video games</li> <li>Conventions of pop</li> <li>Rhythms of the World</li> <li>The Concerto through time</li> <li>All language for learning covered throughout the course (key terms)</li> </ul>			
Jun		What to Revise (adva	ince information)	
Wednesday 22 <sup>nd</sup> Jun	Music for film and video games: Music composed specifically for a film (NB) Q3 – the extended answer will be based on film music	Conventions of pop: Rock n Roll and the 1950s and 60s Pop ballads of the 70s, 80s and 90s (NB) Q3 – the part extended answer / comparison question will be based on conventions of pop	Rhythms of the World: India and the Punjab (including Bhangra) Eastern Mediterranean and the Middle East (Greece, Israel, Palestine)	<u>The Concerto through</u> <u>Time:</u> The Classical concerto The Romantic concerto
	What to Revise (language for learning)			
	<ul> <li>Articulation</li> <li>Dynamics</li> <li>Harmony</li> <li>Instruments / timbres</li> <li>Structure</li> <li>Melody</li> <li>Rhythm</li> <li>Use of technology</li> <li>Tempo</li> <li>Texture</li> <li>Tonality</li> </ul>			