Diploma Program Outline (2025-2027)

Subject: Music

Week	Week of…	Unit	Topic	Content / Skill Development	Graded Assessments
			Year 1 Semester 1		
1	**August 18**	**Pre-Unit : Introduction to DP Music & Assessment Criteria**	Introduction to DP Music	● Understand course structure, assessment components, and begin maintaining a process journal i.e. AOIs, Contexts, Modes of assessment, Journals	
2	**August 25**		Personal Context: My Musical Identity	● Reflect on personal musical influences and analyse how they shape artistic identity.	Formative: Journal Entry - My Musical Identity
3	**September 2**		Intro. to Keyboard harmony & Ear Training	● Develop basic harmonic progressions and strengthen aural skills through interval and chord recognition.	Formative: Musicianship Test
4	**September 8**	**AOI 1: Music for sociocultural and political expression** **(Theory and Aural Grade 1-2/ Keyboard Harmony)**	Introduction to Nationalism in Music	● Explore how composers express national identity through melody, rhythm, and instrumentation.	Formative 1; Listening Log: Identify how musical elements communicate identity, culture, or political meaning.
5	**September 15**		Nationalism in Music Continued	● Analyse works of nationalist composers and create a short motif inspired by national themes.	
6	**September 22**		National Anthems	● Examine the function of national anthems and compare their melodic, rhythmic, and symbolic features.	
7	**September 29**		**National Holiday**		
8	**October 6**		Local Context: The Music of Shaanxi and Xi'an	● Study regional musical traditions and analyse characteristic scales, rhythms, and instruments.	Formative 2: Context Comparison Task: Compare two pieces from different cultures or traditions, noting sociocultural features.
9	**October 13**		Protest Music	● Investigate how music communicates resistance and social commentary across cultures.	
10	**October 20**		Introduction to Religious/ Devotional Music	● Explore musical elements that support prayer, meditation, and religious expression.	Formative 3: Journal Entry Check
11	**October 27**		Introduction to Liturgy	● Understand basic liturgical structure and how music functions within worship contexts.	Formative 4: Unit Reflection: Explain how music expresses identity, community, or ideology.
12	**November 3**		Liturgical Music Continued	● Analyse chant, hymnody, and liturgical settings while creating a short devotional piece.	Summative: A short written analysis of one work + a creative excerpt (8–16 bars) showing understanding of sociocultural expression.
13	**November 10**	**AOI 3: Music for Performance and Listening** **(Theory and Aural Grade 3/ Keyboard Harmony)**	Introduction to Baroque Music	● Study Baroque forms, textures, and techniques with a focus on basso continuo and ornamentation.	Formative 1: Listening Log: Identify style traits (texture, form, harmony, instrumentation) in Baroque/Classical/Romantic works.
14	**November 17**		Baroque Music Continued	● Compose or perform short Baroque-style phrases using sequence, imitation, and cadential patterns.	N/A
15	**November 24**		**Week Without Wall**		
16	**December 1**		Introduction to the Classical Era	● Identify Classical style traits through analysis of form, balance, and harmonic clarity.	Formative 2: Harmony/Sight-Reading Check: Short keyboard harmony or aural identification quiz.
17	**December 8**		Classical Era Continued	● Apply Classical-era principles by composing or performing in simple binary or ternary form.	Style Composition
18	**December 15**		Introduction to the Romantic Era	● Explore Romantic expressive features including rubato, chromaticism, and expanded orchestration.	Formative 3: Mini-Task: Compose a short phrase in Baroque, Classical, or Romantic style.
19	**December 22**		**Christmas & New Year**		
20	**December 30**		**Christmas & New Year**		
21	**January 5**		Romantic Era Continued	● Analyse Romantic character pieces or songs and create an expressive musical phrase.	Formative 3: Unit Reflection: Reflect on expressive tools and performance/analysis skills developed.
22	**January 12**		Summary of the AOI	● Review Area of Inquiry with connections to personal, local, and global musical understanding.	Summative 1: Perform a short stylistic excerpt OR submit an analysis

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					demonstrating understanding of the musical period.
23	January 19		Test and Presentation Week	● Demonstrate learning through written assessment, performance, and/or short presentation.	Summative 2: Mid-year recital
			Year 1 Semester 2		
1	January 26	**AOI 3: Music for Dramatic Impact, movement and entertainment**	Introduction to Film Music	● Analyse how music shapes emotion and narrative in film while composing a short cinematic cue.	Formative 1: Listening Log: Analyse how music reinforces narrative, action, or emotional pacing in film/game/stage contexts.
2	February 2	**(Theory and Aural Grade 4/ Keyboard Harmony)**	Film Music Continued	● Develop thematic variations and synchronize music to moving images using basic spotting techniques.	Formative 2: Function Mapping Task: Label how music functions in a clip (e.g., tension, ambience, character theme).
3	February 9		Music in Gaming	● Explore adaptive and looping game music by creating a seamless 30–45 second loop.	
4	February 16		**Chinese New Year**		
5	February 23		**Chinese New Year**		
6	March 2		Music in Gaming Continued	● Refine interactive/branching game music by layering intensity or mood variations.	
7	March 9		Introduction to Musical Theatre	● Analyse how songs advance character and story, and perform or compose a brief musical theatre excerpt.	
8	March 16		Musical Theatre Continued	● Develop a character-driven musical number using lyric-music alignment and expressive performance.	Formative 3: Scene Cue Sketch: Compose a 10–20 sec micro-cue for a film, game, or dramatic moment.
9	March 23		Introduction to Music for Dance	● Explore the relationship between movement and rhythm by composing or performing for a short dance phrase.	
10	March 30		Music for Dance Continued	● Refine music for choreography by shaping dynamics, pacing, and synchronisation with movement.	Formative 4: Unit Reflection: Reflect on how music communicates story, supports movement, or enhances drama.

Summative: Narrative Music Project: Create a 20–40 sec cue (film/game/dance/theatre) + a short explanation of its dramatic or narrative function. |
11	April 6		**Easter Holiday**		
12	April 13	**AOI 4: Music technology in the electronic and digital age**	Introduction to Electronic Music	● Explore the origins of electronic sound and experiment with basic synthesis and tape-style techniques.	Formative 1: Listening Log: Identify production, texture, and technological processes in electronic works.
13	April 20		Electronic Music Continued	● Develop skills in modern synthesis, sequencing, and sound design using MIDI and DAWs.	
14	April 27	**(Theory and Aural Grade 5/ Keyboard Harmony)**	Introduction to Digital Music Production	● Learn DAW fundamentals including MIDI, audio recording, and basic mixing tools.	
15	May 4		Digital Music Production Continued	● Apply effects, automation, and multi-track mixing to create polished digital compositions.	
16	May 11		Introduction to Sampling & Looping	● Create loop-based ideas while exploring the history and ethics of sampling in music.	
17	May 18		Sampling & Looping Continued	● Use slicing, layering, and custom samples to design original textures and beats.	Formative 2: Loop Creation Task: Make a 20–40 sec electronic loop or ambient texture.
18	May 25		**Final Exam Week**		
19	June 1		Introduction to Sound Design for Media	● Design simple atmospheres and effects that support visual storytelling in film or games.	
20	June 8		Sound Design for Media Continued	● Produce adaptive sound cues and mix layered soundscapes for a media project.	Formative 3: Sound Design Mini-Task: Create or modify a synthesized sound (pad, lead, SFX).

Formative 4: Unit Reflection: Explain how |

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					technology influences your creative work.
					Summative: Electronic Music Study: A short electronic composition (30–60 sec) + explanation of digital tools used.
21	June 15		Collaborative Science Project		
Year 2 Semester 1					
1	August	**DP2 Pre-Unit: Creative Review & Goal Setting**	DP2 Pre-Unit: Creative Review & Goal Setting	● Reflect on Year 1 creative work and set clear performance, composition, and portfolio goals for DP2.	
2	August				
3	September	DP 2 Exploration Portfolio	Final Draft and Feedback	● Compile refined analyses and musical examples showing engagement with diverse contexts and AOIs.	Written exploration document (2,400 words Max.) 1 Creating exercise (score + audio). 1 Performed adaptation (video/audio).
4	September				
5	September				
6	September				
7	October		National Holiday		
8	October				
9	October		Upload to Folder		
10	October	**DP2 Experimentation Portfolio**	**Final Draft and Feedback**	● Develop and present creating/performing excerpts with commentary showing technical and stylistic experimentation.	1,500-word experimentation report (PDF). 3 creating excerpts (audio/video). 3 performing excerpts (audio/video).
11	October		-		
12	November		-		
13	November		-		
14	November		Upload to Folder		
15	November	**DP2 Presentation Portfolio**	**Final Draft and Feedback**	● Prepare polished recordings, compositions, and programme notes demonstrating growth as performer and creator.	600-word programme notes. Up to 6 minutes of composition/improvisation (audio + score). Up to 12 minutes of performance (video). Optional excerpts (max 2 minutes).
16	December		-		
17	December		-		
18	December		**Upload to Folder**		
19	December		Christmas & New Year		
20	January		Christmas & New Year		
21	January	**DP2 Contemporary Music Maker (HL Only)**	**Final Draft and Feedback**	● Plan, create, and document a collaborative real-world project through a multimedia presentation.	15-minute multimedia presentation (video with integrated materials). Documentation of proposal, process, and evaluation. Final realized project audio/video, or curated selections.
1	January		-		

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2	January		-		
3	January		Chinese New Year		
4	February		Chinese New Year		
5	February		DP Mock Examination Review		
6	February		DP Mock Examination		
7	February	Final Uploads		• Complete formatting, verification, and submission of all DP Music components and portfolio materials.	
8	March				
9	March				
10	March				
11	March				
12	March				
13	March				
14	April		Easter Holiday		
15	April				
16	April - May		IB DP May Examination		