

Medium Term Plan: Discovering Grime

Year 5 · Unit 6

Learning Objectives

1. **Identify Grime's origins and key features.** Use music technology to create a complete track, layering drum sounds, synths, and vocals, and applying terms like tempo before a final mix.
2. **Make independent creative decisions to develop original musical ideas.** Build confidence by presenting the final track and reflecting on the creative choices made.

	Summary of Lesson	Key Learning
Weeks 1 & 2	Introduction to Grime and Rhythm • Explore Grime music and introduce children to its origins and key features, providing the background and context needed to create their own beats. • Children learn how to construct a Grime track by layering drum sounds such as kick, snare, and hi-hat. Building Beats With Max Wheeler • Develop an understanding of essential musical concepts, including tempo, bar, and loop. • Children gain practical experience in beat-making and begin to apply their creativity within the distinctive style and structure of Grime music.	Children will be introduced to the origins and key features of Grime music, gaining an understanding of its style and cultural context. They will learn how to construct a Grime track by layering drum sounds, such as kick, snare, and hi-hat, while developing their understanding of essential musical concepts, including tempo, bar, and loop. Children will also gain hands-on experience in beat-making, applying creativity within the distinctive structure of Grime music.

Weeks 3 & 4	Composing Grime Patterns • Explore the role of the synthesiser and how it is used in music production to create distinctive sounds and textures. Developing Audio Lyrics, Sound Effects and mixing Skills • Children learn to develop their Grime tracks further by adding a rap vocal, crafting an engaging intro, incorporating sound effects, and adjusting the mix. • Enables children to complete their first full Grime track, combining creativity with technical skills to produce a polished musical piece.	Children will explore the role of the synthesiser in music production, learning how it is used to create distinctive sounds and textures. They will develop their Grime tracks further by adding rap vocals, crafting engaging intros, incorporating sound effects, and adjusting the mix. Through this process, children will combine creativity with technical skills to complete their first full Grime track, producing a polished and expressive musical piece.
Weeks 5 & 6	Combining Musical Elements • Encourages children to make independent creative decisions, developing their own musical ideas and experimenting with different approaches. • Children build confidence in presenting their compositions to others. Final Performance and Reflection • Perform and showcase your Grime compositions for the class or a broader audience. • Reflect on musical choices, performance skills, and creativity. Evaluate peers' work and discuss learning from the unit.	Children will develop independence in making creative musical decisions, experimenting with different approaches, and shaping their own Grime compositions. They will build confidence in presenting their work to others and gain experience performing their tracks. Through reflection and evaluation, children will consider their musical choices, performance skills, and creativity, and provide and learn from constructive feedback from peers, consolidating their learning from the unit.