

# G1 LEVEL MUSIC

Secondary 3 Subject Welcome Briefing 2026



# INTRODUCTION

About the Syllabus

# G1 LEVEL MUSIC SYLLABUS

The syllabus is designed to provide students with a **broad-based music education** and a **foundation** to enable them to further their interest in **music and sound related areas**.

It provides students with **authentic hands-on learning experiences** and exposure to a **range of music genres and context**, with **music technology** being an integral part of learning.

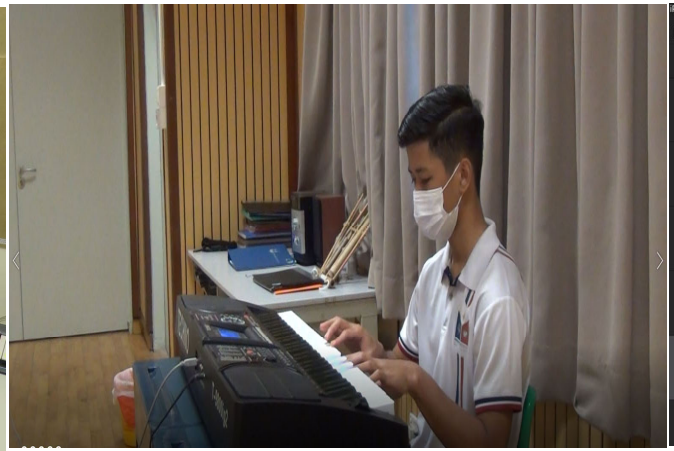


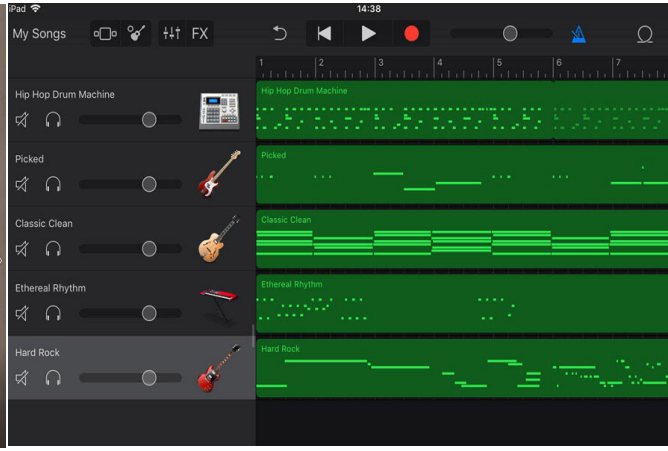


Core musical skills which students will learn in the 2-year programme:

- **listening,**
- **performing** and
- **creating** (**arranging, composing and producing**)







# AREAS OF STUDY

What will we learn?



## AOS1: POPULAR MUSIC FROM 2000 ONWARDS

- Pop
- Rock
- R&B
- Electronic Dance Remix (EDR)

## AOS 2:WESTERN CLASSICAL MUSIC

- *Peter and the Wolf* by Sergei Prokofiev

## AOS 3:MUSIC FOR FILM AND TELEVISION

- Emotive Music Cues
- Action Music Cues



## AOS 4: MUSIC FROM LOCAL CULTURES

- Malay Ensemble Music
- Chinese Ensemble Music
- Indian Ensemble Music



# ASSESSMENT

What will we be assessed on?

# ASSESSMENT



## PAPER 1: LISTENING [40%]



Duration: 1 hour

- 20 Multiple Choice Questions [20%]
- 12 - 16 Short Structured Questions (Fill-in-the-Blanks, Drag & Drop or Short Answers) [20%]

# ASSESSMENT



## PAPER 2: COURSEWORK EXAMINATION [60%]

Duration: 30 hour / 5 months
2 tasks

**Task 1 (40%)**

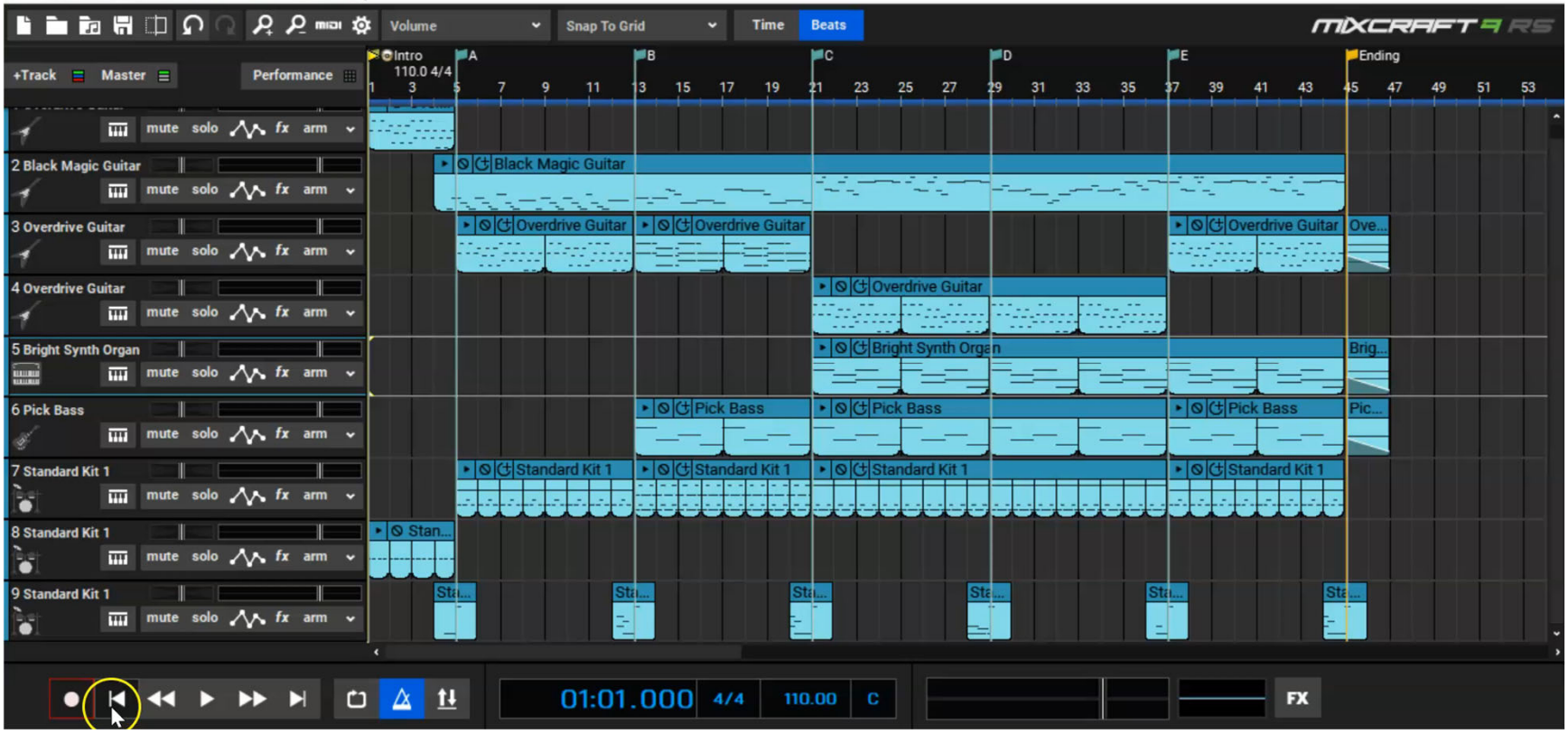
- Create a 1 - 2 min **song/instrumental music arrangement** in any one of the genres covered (20%)
- **Perform** one part live (20%)






**Task 1: Sample of a student's work/arrangement of a song on a DAW**

Live Performance Part - Singing




N(T) LEVEL MUSIC ASSESSMENT

**Task 1: An example of an arrangement of a song by Imagine Dragons in the style of Rock**

- Students will learn how to use Mixcraft to create their own song/ instrumental music arrangements and perform live on an instrument (e.g. keyboard, guitar, vocals etc.) during the 2 years

# ASSESSMENT



## PAPER 2: COURSEWORK EXAMINATION [60%]

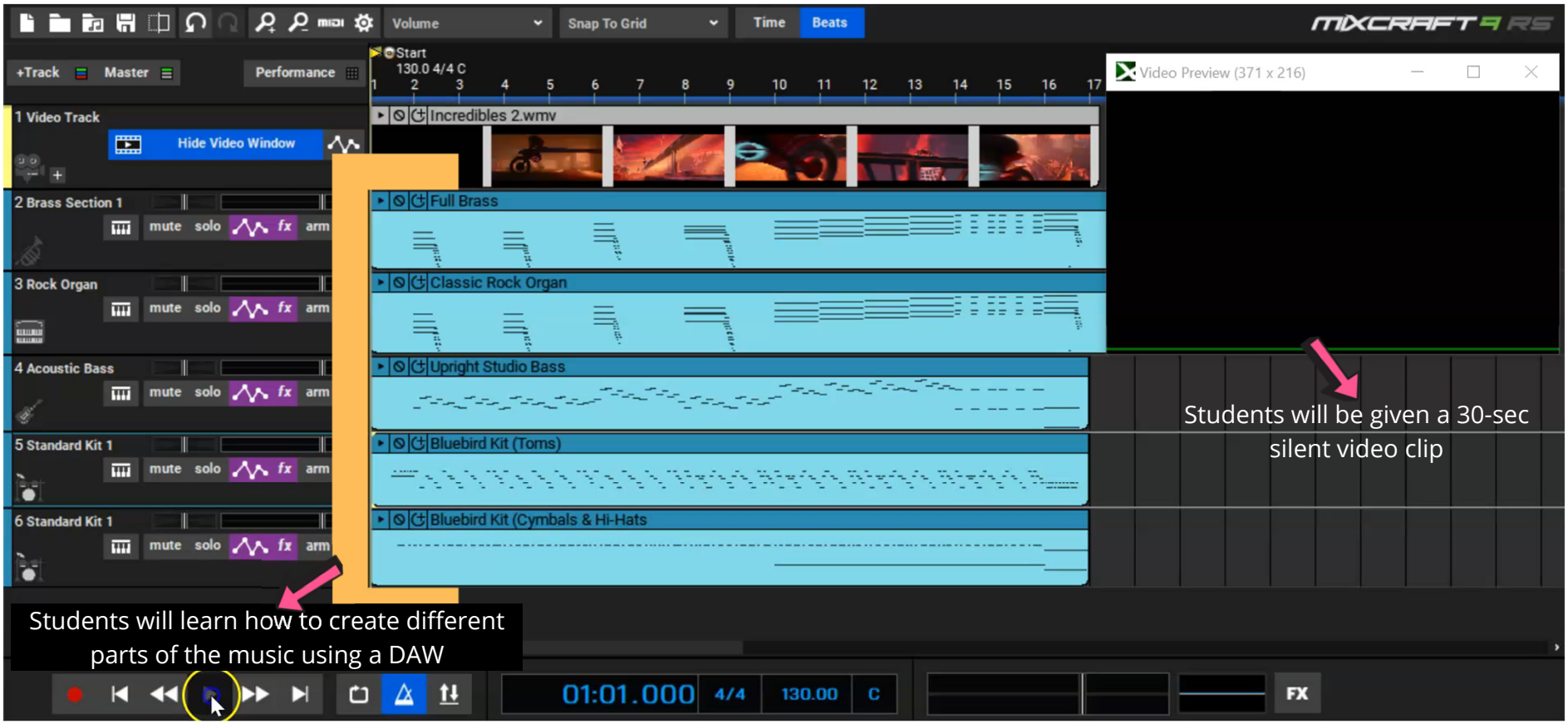
Duration: 30 hour / 5 months
2 tasks

**Task 2 (20%)**

- Create/Produce an **original 30-sec instrumental music cue** for a given film or TV context (16%)
- Write a **supporting note** (4%)



# Action Music Cue




**Task 2: An example of an original 30-sec action music cue created to a segment from "*Incredibles 2*"**

- Students will create an instrumental music appropriate for the chosen context and synchronised to the video clip provided.



# Thank you!