



N(T) LEVEL MUSIC

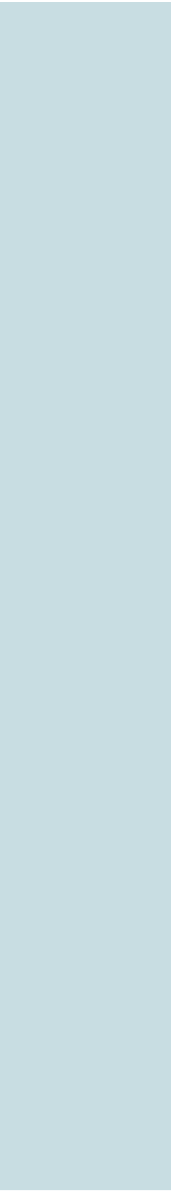
Secondary 3 Subject Welcome Briefing 2025



INTRODUCTION

About the Syllabus

N(T) LEVEL MUSIC SYLLABUS



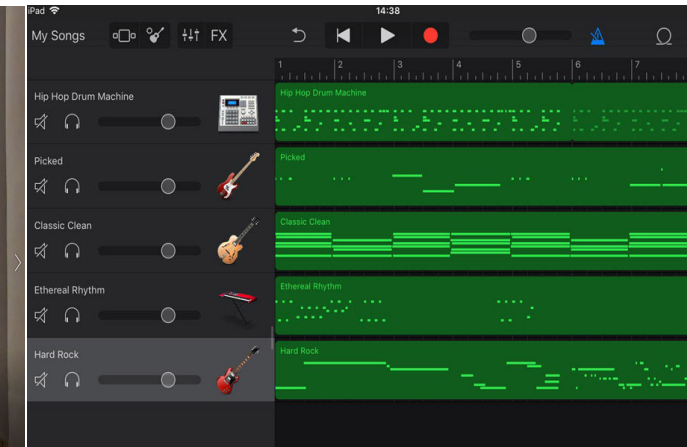
The syllabus is designed to provide students with a **broad-based music education** and a **foundation** to enable them to further their interest in **music and sound related areas.**

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%)

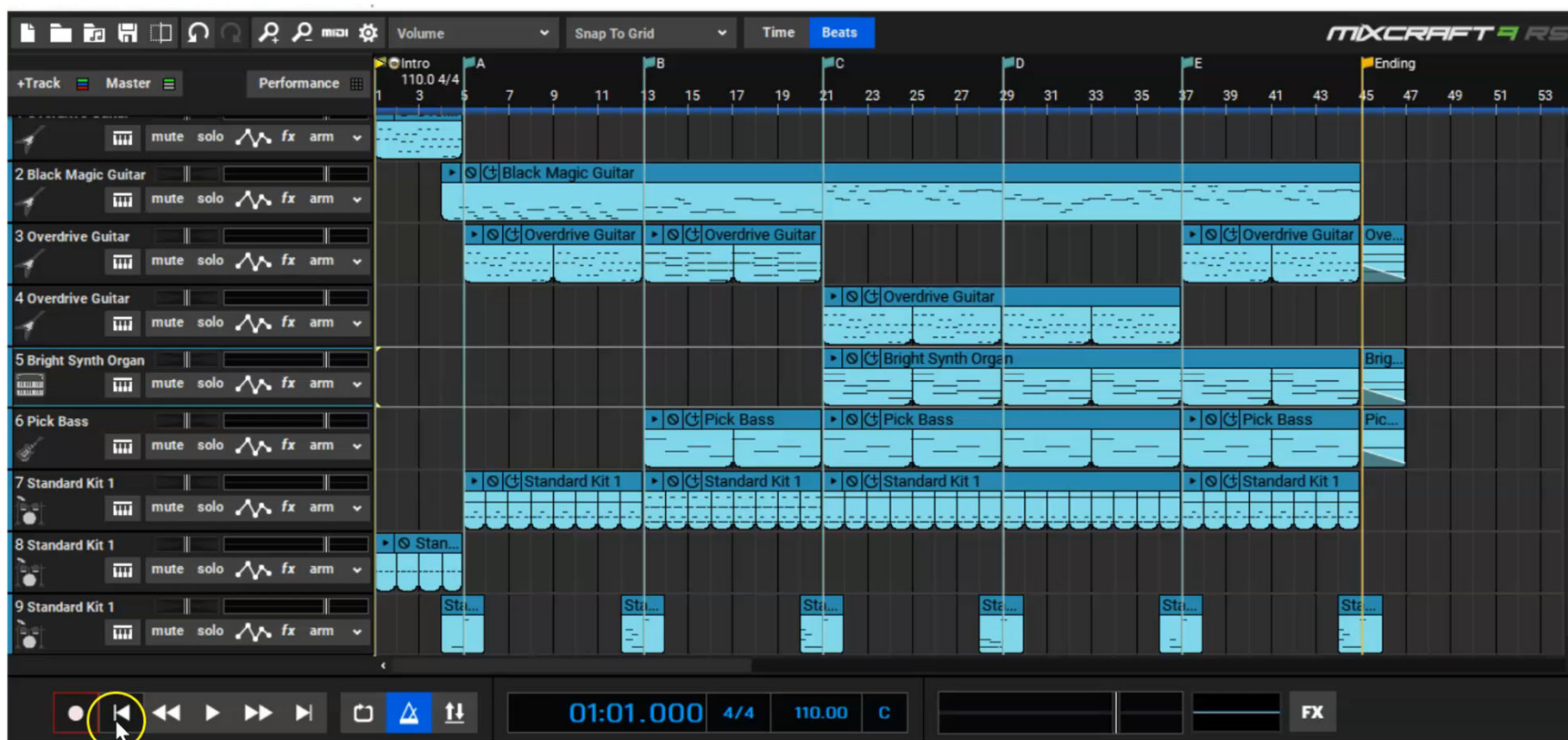
- Create a 1 - 2 min **song/instrumental music arrangement** in any one of the genres covered (20%)
- **Perform** one part live (20%)





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

Live Performance Part - Singing



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

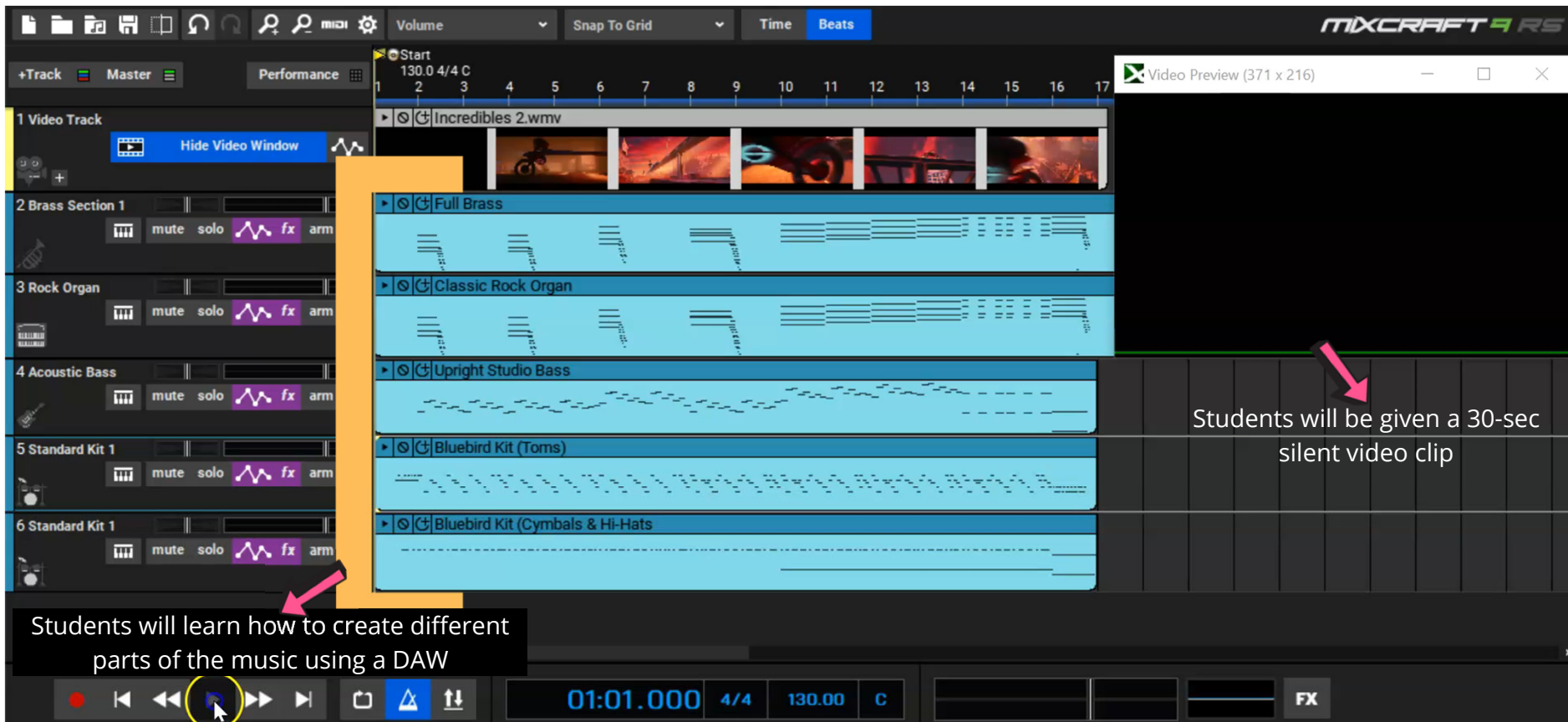
2 tasks

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



The screenshot displays the Mixcraft 9 RS software interface. On the left, a track list includes a Video Track, Brass Section 1, Rock Organ, Acoustic Bass, and two Standard Kit 1 tracks. The main workspace shows a video track labeled 'Incredibles 2.wmv' with a preview window on the right. Below the video track are several audio tracks: Full Brass, Classic Rock Organ, Upright Studio Bass, Bluebird Kit (Toms), and Bluebird Kit (Cymbals & Hi-Hats). The bottom of the interface features a transport control bar with buttons for play, stop, and other functions, along with a time display showing 01:01.000. A yellow L-shaped bracket highlights the video track and the first audio track. A pink arrow points from the text 'Students will learn how to create different parts of the music using a DAW' to the transport controls. Another pink arrow points from the text 'Students will be given a 30-sec silent video clip' to the video track.

Students will learn how to create different parts of the music using a DAW

Students will be given a 30-sec silent video clip

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!