



West Park School

Music

Mock Examination 2026

In readiness for your mock examination in Music you must **LEARN** and **REVISE** the following content and skills:

Area of Study 2: The Concerto Through Time

<i>What is a concerto?</i>	• Definition of a concerto • Instruments of the orchestra • The orchestra's development over time • The role of the soloist and how it changes over time • Relationship between orchestra and soloist • Musical characteristics of the Baroque, Classical and Romantic • Social and historical context • The changing nature of the audience • Names of composers and key works
<i>Baroque Concerto Grosso</i>	• Dates of the era • Concertino • Ripieno • Examples of composers and their works • Continuo part • Examples of composers and their works • Performance venue • MAD T SHIRT features
<i>Baroque Solo Concerto</i>	• Dates of the era • Tutti • Solo with continuo • Examples of composers and their works • Performance venue • MAD T SHIRT features
<i>Classical Concerto</i>	• Dates of the era • Range of dynamics • Change in orchestra • New instruments • Examples of composers and their works • Performance venue • MAD T SHIRT features
<i>Romantic Concerto</i>	• Dates of the era • Dramatic and emotional • Change in orchestra • More variety in dynamics, tempo and pitch range • Complex harmonies • Examples of composers and their works • Performance venue • MAD T SHIRT features

Area of Study 3: Rhythms of the World

<i>African Drumming</i>	• Uses of drumming • Aural tradition • Master Drummer • Purposes/roles of the different drums • “Chordophones” / “Aerophones” • Improvisation • MAD T SHIRT features
<i>Samba</i>	• Aural tradition • Name of ensemble - “Bateria” • “Batucada” - Fast and repetitive • Purposes/roles of the different instruments • Master drummer/band leader • How pieces are structured. • MAD T SHIRT features
<i>Calypso</i>	• Where it originated • The purpose of the lyrics • Primary chords • The purpose/role of each steel pan • “Son Clave” rhythm • MAD T SHIRT features
<i>Indian Classical Music</i>	• Purposes and traditions of Indian Music • Aural tradition – “Master -student” • Improvisation • “Raga, Drone and Tala” • Ornamentation: glissando/meends, grace notes, pitch bends and trills. • Features of “Alap”, “Jhor”, “Jhala” and “Gat (Bandish)” • MAD T SHIRT features
<i>Bhangra</i>	• Origins and purpose • The role of each instrument, e.g., Dhol drum and the Tumbi • Features of Bhangra singing • “Chaal” rhythm • How technology impacted traditional Bhangra • MAD T SHIRT features
<i>Israel & Palestinian Folk Music</i>	• Origins and influences • Key features of Palestinian music. • Key terms: “Dabke” - a popular dance, “Wazn” - a rhythmic pattern, “Dum”, “Tek” and “Ka” - ways to hit a hand drum • Microtones • Improvisation • Key features of Israeli dance music. • Ornaments: grace notes, pitch bends, tremolo, slides, melisma, hammer-on, pull-off • MAD T SHIRT features
<i>Greek Folk Music</i>	• Purposes of Greek folk music • “Irregular” time signatures • Common folk instruments • Ornaments: grace notes, pitch bends, tremolo, slides and melisma • Adding a “third” interval to a melody • MAD T SHIRT features

Area of Study 4: Film and Video Game Music

<i>History of Film Music</i>	• The Silent Era • Key actors/directors (Charlie Chaplin/Buster Keaton) • How was music added to film? Why? • How music links to the actions on screen • Timeline of Film music from 1890s-Present day
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	• MAD T SHIRT features
<i>Golden Age</i>	• Dates of era • Leitmotif – definition and use • Key composers and films • Instruments/ensembles used • Golden Age Revival – John Williams • MAD T SHIRT features
<i>Video Game Music</i>	• Chiptune and the development of technology • The various purposes of Music in video games (e.g. Giving information to the player) • How music reflects the type/style/genre of video game • MAD T SHIRT features
<i>Mickey Mousing</i>	• Definition of Mickey Mousing • Key Mickey Mousing techniques • How actions are connected to music • MAD T SHIRT features
<i>Use of technology</i>	• Technology of the silent era • Development of recording in Golden Age and beyond • Development of video game technology – from cartridge, to CD and beyond • Use of electronic instruments • Use of modern-day recording studios/software • Methods of recording live music/musicians
<i>Creating a soundtrack</i>	• Timeline of events • How can each element of MAD T SHIRT be used to suit the scene? • Melodic direction • Major or Minor tonality • Instrument choices and their associations • The effect of texture

Area of Study 5: Conventions of Pop

<i>Rock and Roll</i>	• Dates of the era • Heavily based around Blues • Acoustic instruments • Examples of artists and their songs • Performance venues • MAD T SHIRT features
<i>Rock Anthems</i>	• Dates of the era • Use of effects • Electronic and amplified instruments • Power chords • Examples of artists and their songs • Performance venues • MAD T SHIRT features
<i>Pop Ballads</i>	• Dates of the era • Simple accompaniment • Accompaniment styles e.g. block chords, broken chords etc. • Sentimental / romantic songs that tell a story • Examples of artists and their songs • Performance venues • MAD T SHIRT features
<i>Solo Artists</i>	• Dates of the era • Electronic instruments • Effects added in the editing process • Examples of artists and their songs • Performance venues • MAD T SHIRT features

General skills:

<i>Note Values</i>	• Know each note value from “semibreve” to “semi quaver”, what they look like and how many beats they are worth • Be able to recognise these notes when analysing music
<i>Time Signatures</i>	• Know what each number means (Top= amount / Bottom = type of beat) • Simple: 2/4, 3 /4, 4/4, • Compound: 6/8, 9/8, 12/8 • Be able to write out/tap out the pulse in each time signature
<i>Key Signatures</i>	• Know the order of sharps (F#, C#, G#, D#, A#, E#, B#) • Know the order of flats (Bb, Eb, Ab, Db, Gb, Cb, Fb) • Know the key signature for the major keys: C, G, D, A, E, B, F, Bb, Eb, Ab, Db • How to work out the relative minor of the above keys
<i>Cadences</i>	• Know the roman numeral progression for the following cadences: Perfect, Plagal, Imperfect, Interrupted • Be able to write out these cadences in different keys • Be able to recognise these when listening and in a score
<i>Basic rhythmic patterns</i>	• Recognise a written rhythmic pattern through listening • Have a strong sense of pulse when counting the beat • Know note values • Know how note values can be grouped
<i>Dictation</i>	• Recognise the direction of a given phrase through listening • Knowledge of intervals • Knowledge of pitches on the stave

9-mark question:

<i>MAD T SHIRT</i>	• Know what all the letters stand for and a minimum of four words for each category to help describe • Melody – The main tune • Articulation – How a note is played • Dynamics - Volume • Texture – How many layers • Structure – How the music is organised • Harmony and Tonality – Diatonic or Atonal and which key signatures • Instrumentation – Which instruments are used • Rhythm and Metre – The different note values and time signature • Tempo/Technology – The speed of the music and any technology used in AoS5
<i>Reference the question</i>	• Each point you make should refer to the question
<i>Concise points</i>	• Choose your MAD T SHIRT feature, make your point and refer to the question – NO WAFFLE! • Make sure you read through your answers to ensure that they make sense • Show the examiner you know what you are talking about by using musical vocabulary