

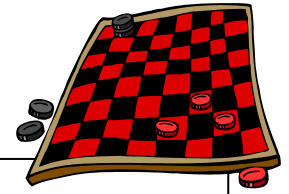
Extended Homework 1:  
Set week beginning:

3<sup>rd</sup> November 2015

Final product due in  
week beginning:

8th December 2015

# Year 8 Music - Independent Learning Project 1



## Job to do:

Create a game which is based on musical sums focusing on pitch and rhythm.

### KEY SKILLS:

- ✓ Research
- ✓ Creativity
- ✓ Analysing information
- ✓ Decision making and questioning
- ✓ Reflection
- ✓ Evaluating choices

### 2. Carry out some **research** into games:

- What types of games exist?
- What are they made of?
- How are they played?
- Start collecting any ideas or materials which will assist you in producing your game.

### 1. **CREATE** a detailed **design** on **paper** of your game complete with explanation/annotations of how it is played.

#### • Success Criteria:

- ✓ Your game must have at least ten questions.
- ✓ You must provide an answer for each question.
- ✓ Your game must be easy to learn and fun to play.

### 5. **FINAL CHECKS:**

Before submitting your extended homework task have a member of the class look over your design and try out your game. Do they have any suggestions for improvement?




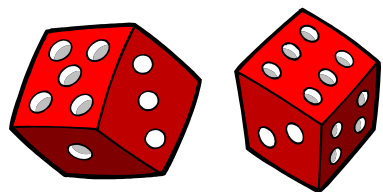
### 4. **EVALUATE** your game:

- Ask yourself these questions:
  - Is it easy to play?
  - Does it meet the success criteria?
  - Could it be improved?
  - If so, how?

### 3. **CONSTRUCT** your game according to your design.

### 6. **Present** your game. Explain how it is played.

Week	Student checkpoint:	
1	You must have carried out some detailed research on music games- What types of games exist? What they are made of? How are they played?	
2	You must have designed your musical game on paper complete with explanation/annotations of how it is played. Check the success criteria.	
3	You must have decided on the musical sums that you will use.	
4	Start constructing your musical game from your design.	
5	Get a friend to check it. Can they play it? Is it easy to play? Get some feedback from them.	
6	Make final adjustments ready for submission of this homework.	



BANDS	WHAT DO I NEED TO DO	What Band do you think you have achieved?
2	I designed a musical game on paper.	
3	I constructed my musical game, with accessories, ready to play.	
4	I have made 10 questions on music with accurate answers for my game.	
5	I constructed a musical game that was tested and mostly worked well.	
6	I constructed a musical game that worked very well with clear rules provided.	
7	I created a musical game that was entertaining with clear cut rules and simple to play.	
8	I created a musical game that was entertaining and educational for music.	
Exceptional	My musical game is good enough to be marketed.	

