






AOLE	Subject	Year	Assessment
Expressive Arts	Music	7	Granny Game

Progression Table		
Progression Indicator	Skills	
Excelling	<p>I am able to create contrasting and interesting ideas that fully complement the clip of the game.</p> <p>My ideas have contrasting moods and I understand when in the video tension needs to be built and when it should ease off.</p> <p>My ideas have a clear structure and all work together perfectly. I have multi-track recorded them.</p> <p>I am able to articulate my process by recording a video of me talking about my ideas.</p> <p>I have a fully edited and produced final product which includes my own recorded foley sounds.</p>	
Advancing	<p>I am able to create a variety of musical ideas, some short and some longer.</p> <p>My ideas create ideal moods for the game, but they also change depending on the scene/part of the game.</p> <p>My ideas work really well together. They overlap each other or take turns well. The music flows.</p> <p>My ideas fully sync with the video and I am mindful of the changes within the video.</p> <p>I can record and edit a variety of sound effects to work in my game. I can edit these into the final product.</p>	
Securing	<p>I am able to create a few short musical ideas.</p> <p>My ideas definitely create a spooky/tense/horror/mysterious mood.</p> <p>My ideas work together in a plan or a structure.</p> <p>I'm starting to sync my ideas to the video.</p> <p>I can record some basic sound effects that would suit the game.</p>	
Beginning	<p>I am able to create some basic, short musical ideas.</p> <p>My ideas generally create a spooky/tense/horror/mysterious mood.</p> <p>I can select some pre-recorded sounds that would work well in my soundtrack.</p>	