Subject prototype | version: 1 | date: 10/10/2025

SUBJECT: Music Studies

What is a subject prototype?

A subject prototype is used to test key ideas, learning design and assessment approaches, and how these enable the key drivers. Feedback from teachers and experts helps to shape the development of the new subject as part of the co-design process.

**** FIRST ITERATION ** NOT FOR IMPLEMENTATION ****

Key driver(s): Agency, Deep Authentic Learning	**Principle/technique/method:** Creative inquiry

Prototype description

All three music SRGs tested at stage 1 through the lens of a pathway to their stage 2 counterparts.

Creative Inquiry

- This prototype was designed to test whether students could transfer theory to practice through developing a personally relevant, creative process, applying their theoretical knowledge and musicianship.
- Students were invited to challenge and extend their musicianship and document their learning in a way that was personally meaningful to them.

What we learnt

Impact

- When learning is personally relevant, students demonstrated a higher level of agency
- When applying their theoretical knowledge and musicianship to a personally relevant task, students demonstrated deep authentic learning

Challenges

- If reflections become teacher driven, they risk becoming inauthentic and reduce student ownership of their learning
- Teacher curated programs reduce student agency and increase the need for teacher guidance

Deep Authentic Learning

Student Agency

Natural Evidence of Learning

Metacognition

Capabilities

DRAFT