

MUSIC programmes of study: KS 1 and 2

What do we aim to achieve? (Our intent)

Through the creativity of our Music curriculum pupils will be engaged and inspired in one of the highest forms of creativity.

They will

- sing confidently and with increasing control
- perform in groups and independently
- play tuned and untuned instruments musically
- have an awareness of musical composition
- appreciate music from different periods, traditions and in a range of genres.

How do we do it? (Our implementation)

The children will develop these skills over our 2 year rolling programme. They will benefit from our work with Inspiring Music, being able to access different 6-week programmes such as Move your body, Playground Songs and Chants. They will learn tuned and untuned instruments including the ukulele, African and Samba drums, and handbells. They will be offered opportunities to perform to other classes, to parents and carers, and at the Corn Exchange (in the Sing Out project). Pupils can individually access violin and piano lessons through peripatetic teachers.

What happens as a result of this learning? (Our impact)

The impact of our programme of study is that pupils develop a love of music and develop their talents as musicians. Their self-confidence, creativity and sense of achievement is increased, as is their ability to work together as a musical body. Over time, they develop a critical engagement with music and compose their own pieces.

Examples of work







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YEAR A	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
heme	All About Me	Winter Wonderland	Superheroes	Minibeasts	Around the World in 30 Days	On the Farm
EYFS					pendent activities and adult le es; matching music to moveme	
Vhat does a	each lesson cover and how	does it link together over	er time? NC aims for Key S	itages 1 (Years 1 and 2) a	and 2 (Years 3-4):	
		U			g the works of the great compo	sers and musicians
				rs, have the opportunity to	learn a musical instrument, u	se technology
	and have the opportunity to			h the inter-related dimensi	ons: pitch, duration, dynamics	tempo timbre texture
	appropriate musical notation		innanioatoa, molaanig tinoag			
⁻ heme	TOYS		HOUSES AND HOMES		TRAVEL THE WORLD	
	Ourselves: Exploring	Animals: Pitch	Our school: Exploring	Machines: Beat	Storytime: Exploring	Travel: Performance
KS1 (Yr 1)	sound Exploring pitch of vocal sound; <i>Playing at the Park</i> and other songs) Choreograph action song & body percussion song Number: Beat 'The Nutcracker Ballet	Move like animals listening to ' <i>Noises in the night</i> ' & others. perform a chant using high/low pitched voices. Compare pitch of different animal sounds using voices. Weather: Pitch	sound Listen to ' <i>classroom sounds</i> ' and others.Explore materials/sounds of percussion instruments. Film the N,S,E & W of the school. Create a soundscape.	Listen to 'Amazing machine beat' and others., mark beat & repeat chant. Use instruments & perform beats at different speeds. Play a beat to a speed by a speedometer. Seasons: Pitch Listen to 'Warm up and	sound Listen to ' <i>The dance of the</i> <i>sugar plum fairy</i> ' & match it to picture. Listen to ' <i>The three little pigs</i> <i>rap</i> ' & perform sections of rap with rhythmic vocal sound effects & untuned percussion.	Listen to 'Shoes a-go-go and others & chant/step to the beat. Sing a cumulative action song with improvised actions. Perform rhythm patterns on untuned instruments with chant.
	Suite' and other pieces Play a steady beat and explore dynamics on percussion instruments. Match changes in tempo.	Listen to ' <i>Mr Wind</i> ' & others perform action song. Make wind sounds using voice & body percussion. Explore instrumental sounds for thunder, wind & rain.	Listen to ' <i>Creature beat</i> " and others'. Find different ways of marking a strong beat using technology	cool down chant' & explore dynamics & pitch through body movements. sing with vocal effects practice chant. Listen to 'The cuckoo' from The carnival of the animals.	Our bodies: Beat Listen to ' <i>Do as I'm doing</i> ' and others Add instruments/vocals & perform. Identify recurring rhythm pattern' & create verses to make new rhythm patterns.	Water: Pitch Listen to 'Row your boat and others' & learn to play descending melody using chime bars & perform using vocals focusing on pitch.
KS1 (Y2)	Ourselves: Exploring sound Explore vocal sounds. Listen to 'John Kanaka and the ghosties' and others & add body percussion and instruments Perform call/response song expressing mood with voice. Toys: Beat Listen to 'Scooter girl and others' & learn song with faster/slower sections. Perform changes in tempo to match.	Weather: PitchListen to 'Waiting for thebus and others' & performchant rhythmically & withactions. Perform vocal &instrumental ostinati alsousing body percussion.Listen to 'Vivaldi's Winter -'The Four Seasons' & thinkhow the music depicts theweather.Pattern:BeatListen to 'Spider song' andothers & count 4-beatpattern.Listen to 'insect leg dance'& perform a song with 2 diffbeat patterns.	Seasons: Pitch Listen to 'Round the seasons' & learn to sing with makaton signs for the seasons. Sing an ostinato. Transfer vocal ostinato onto body percussion & instruments. Number: Beat Listen to 'Schiarazula marazula' and others. Identify beat/rhythm pattern in dance music. & compose an ostinato for percussion using instruments.	Our land: SoundsListen to 'Loch Ness Mythand others' Exploreinstrumental sounds toaccompanyknights/heroes myths.Rehearse vocalsounds/chants &instrumental sounds &record/make a map ofmyths slide show.Animals: PitchListen to 'The lion sleepstonight' & perform actionsCreate pitch lines torepresent variation.Perform with pitch linecompositions.	Water: Pitch Perform percussion listening to 'Frog score' and others. Learn to play musical effects on chime bars to describe water. Explore musical ideas using tuned/untuned percussion instruments. Storytime: Exploring sounds Identify 2 percussion instruments played at the same time by their sound. Listen to 'The Nutcracker' & consider how music reflects the actions. Perform music depicting the nutcracker storyboard.	Travel: Performance Listen to 'Simama Kaa and others'.Layer 4 repeating patterns to create own beat using instruments. Improvise descriptive music following a picture score & perform. Our bodies - Beat Listen to 'The Wagon passes' & recognise/ respond to ostinato usin body percussion. Use instruments to combine steady beats on instruments.
Theme	ROTTEN ROMANS		AMAZING ANGLO-SAXONS		INCREDIBLE INDIA	
KS2 (Yr 3 & 4)	Environment: Composition Listen to ' <i>My place</i> and others' & sing in 2 voice parts & perform. Learn ostinato accompaniment using tuned percussion. Compose a soundscape to depict local environment using voices/body	Ancient Worlds (Greek) Structure Listen to 'Ancient lyre strings' Learn about melodic echoes. Combine 3 songs in a round with Ostinato & perform. Food & drink:	China: Pitch Listen to "Singing pentatonic melodies' & sing using pentatonic scale. Play then compose pentatonic melodies on tuned percussion & perform. Time: Beat	Sounds: Exploring Listen to 'Classifying instruments' Perform musical convo on diff. lengths of tubes focusing on pitch. Listen to 'Dis long time, gal' & identify call & response & sing.	In the past: Pitch Listen to 'O Beata Infantia' and others Learn drone accompaniment using tuned percussion instruments. Compose & notate a melody using 3 pitches notes.Play the tambour rhythm pattern.	Human body: Structure Sing call & response sor & create a skeleton dand & perform. Explore & pla skeleton instruments in a call and response structure. Listen to ' <i>Muscles</i> ' & learn song add clapping patterns.
	bilding: beat Building: Beat Listen to 'Building site'and others. Compose new rhythms & decide on	Performance Listen to 'Banana Mango' & play rhythm chant using body percussion.Listen to 'Shortnin' Bread' Accompany using	Listen to ' <i>Many metres</i> ' and others & identify strong beat. and metre. Improvise melodies. Listen to ' <i>Split</i> <i>time</i> '.Perform rhythm notations in groups on	Poetry: Performance Listen to ' <i>Playground</i> song' & learn poems. Say word patterns to perform as interludes. Create structured performance of	Communication: Composition Listen to 'Game App Themes 1-3'and others & match audio themes to game app images. Compose & play	Singing French: Pitch Listen to 'Bonjour, mes amis' & perform class arrangement of song Explore pitch shapes in

myumis a acciae on	Accompany using	notations in groups on	structured performance of	inages. Compose a play	Explore piter shapes in
musical structure. Create	drone/ostinato parts using	instruments/chanting.	poem with musical	computer game sound effects	melody & notate new
class performance incl. a	instruments.		interludes & layered finale.	on percussion instruments.	sequence.
song & composition.					

<u>How does all this build on their learning from the Early Years?</u>

Early Learning Goal	Understanding the World	Technology	To recognise that a range of technology is used in places such as homes and schools. They select and use technology for particular purposes.		
		Using Media and	To safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.		
		Being Imaginative	To use what they have learnt about media and materials in original ways, thinking about uses and purposes. They represent their own ideas, thoughts and feelings through design and technology, art, music, dance, role play and stories.		

YEAR B	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Theme	All about Me	Fabulous Festivals	Dinosaurs	Traditional Tales	Transport	Pirates/ Under the Sea
EYFS		to sing, dance and play perc , exploring dinosaur music a				
What does ea	<u>ach lesson cover and how</u>	<u>does it link together over</u>	• time? NC aims for Key S	Stages 1 (Years 1 and 2) a	nd 2 (Years 3-4):	
	sten to, review and evaluate	music across a range of his	storical periods, genres, sty	les and traditions, including	the works of the great co	omposers and
<mark>musicians</mark> M2 [.] learn to sir	and to use their voices to	o create and compose music	on their own and with othe	ers have the opportunity to	learn a musical instrume	nt use technology
		progress to the next level of				nt, doo toonnology
	•	created, produced and com	municated, including throug	h the inter-related dimensi	ons: pitch, duration, dyna	mics, tempo, timbre,
texture, structu Theme	re and appropriate musical					
	FAMOUS PEOPLE AN HELP US		LONDON		EXPLORE THE WO	
KS1	Ourselves: Exploring sound	Machines: Beat Listen to 'Copenhagen	Our school: Exploring sound	Animals: Pitch Move like animals	Storytime: Exploring sound	Travel: Performance Listen to 'Shoes a-go-go
(Yr 1)	Explore vocal sounds.	steam railway galop'and	Listen to 'classroom	listening to 'Noises in the	Listen to 'The dance of	and others & chant/ste
	Listen to 'John Kanaka and the ghosties' and others	others Play instruments together getting	sounds' and others. Explore materials/sounds of	night' & others. perform a chant using	the sugar plum fairy' & match it to picture.	to the beat. Sing a cumulative action
	add body percussion and instruments Perform	faster/slower. Play a beat to a speed by a	percussion instruments.	high/low pitched voices. Compare pitch of different	Listen to 'The three little	song with improvised
	call/response song	speedometer.	Film the N,S,E & W of the school. Create a	animal sounds using	pigs rap' & perform sections of rap with	actions. Perform rhythm pattern
	expressing mood with voice.	Seasons: Pitch	soundscape.	voices.	rhythmic vocal sound effects & untuned	on untuned instruments with chant.
	Number Dest	Listen to 'Cuckoo call' &	Pattern: Beat	Weather: Pitch	percussion.	
	Number: Beat Show steady beat from	'Cuckoo in the tree' & sing the song/identify pitch.	Listen to 'Creature beat" and others. Find different	Listen to ' <i>Mr Wind</i> ' & others perform action	Our bodies: Beat	Water: Pitch Listen to 'Row your boa
	'The Nutcracker Ballet Suite'and others	Mark steady beat with body	ways of marking a strong	song. Make wind sounds	Listen to 'Do as I'm	and others' & learn to
	Accompany with	percussion & practice chant. Listen to 'The cuckoo' from	beat using technology	using voice & body percussion.	doing' and others Add instruments/vocals &	play descending melod using chime bars &
	percussion and create class performance.	The carnival of the animals		Explore instrumental sounds for thunder, wind	perform.	perform using vocals
	class performance.	& compare instrumental version.		& rain.	Identify recurring rhythm pattern' & create verses	focusing on pitch.
					to make new rhythm	
	Ourselves: Exploring	Number: Beat	Water: Pitch	Animals: Pitch	patterns. Travel: Performance	Our land: Sounds
	Explore vocal sounds. Listen to ' <i>If you're feeling</i>	Listen to 'Schiarazula marazula' and others.	Perform percussion listening to ' <i>Frog score</i> ' and	Listen to ' <i>The lion sleeps</i> tonight' & perform actions	Listen to ' <i>Simama Kaa</i> and others'.Layer 4	Listen to 'Loch Ness Myth and others' Explo
	blue' and others. Add body	Identify beat/rhythm pattern	others.	Create pitch lines to	repeating patterns to	instrumental sounds to
	percussion/vocal sounds/instruments to	in dance music. <mark>& compose</mark> an ostinato for percussion	Learn to play musical effects on chime bars to	represent variation. Perform with pitch line	create own beat using instruments. Improvise	accompany knights/heroes myths.
	respond to song. Perform. Match sounds to mood.	using instruments.	describe water. Explore musical ideas using	compositions.	descriptive music	Rehearse vocal sounds/chants &
		<u>Seasons:</u> Pitch	tuned/untuned percussion	Storytime: Exploring	following a picture score & perform.	instrumental sounds &
	Toys: Beat Listen to ' <i>Scooter girl</i> and	Listen to ' <i>Round the</i> seasons' & learn to sing	instruments.	<u>sounds</u> Identify 2 percussion	Weather: Pitch	record/make a map of myths slide show.
KS1 (Yr2)	others' & learn song with	with makaton signs for the	Pattern:Beat	instruments played at the	Listen to 'Waiting for the	
NJ1 (112)	faster/slower sections. Perform changes in tempo	<mark>seasons.</mark> Sing an ostinato. Transfer vocal ostinato onto	Listen to ' <i>Spider song</i> ' and others & count 4-beat	same time by their sound. Listen to ' <i>The Nutcracker</i> '	bus and others' & perform chant	Our bodies - Beat Listen to 'The Wagon
	to match	body percussion &	pattern.	& consider how music reflects the actions.	rhythmically & with actions. Perform vocal &	passes' & recognise/
		instruments.	Listen to <i>'insect leg dance'</i> & perform a song with 2 diff	Perform music depicting	instrumental ostinati also	respond to ostinato using body percussion.
			beat patterns.	the nutcracker storyboard	using body percussion. Listen to 'Vivaldi's Winter	Use instruments to combine 3 steady beats
					- 'The Four Seasons' &	on instruments.
					think how the music depicts the weather.	
Theme	TOMB RAIDERS		DISAPPEARING RAINFORESTS		WE'LL MEET AGAIN (WW2)	
KS2	Ancient Worlds	Poetry Performance	Sounds Exploring	Building Beat	Communication	In the past
	(Egyptian) Structure Recognise features of a	Listen to "From a railway carriage" and others.	Learn songs which include beatbox sounds	Create a layered rhythm	Composition Identify musical features.	Notation Perform rhythmic and
(Yr 3 & 4)	layered structure.	Combine the poem and	Listen to When the Saints	piece. Identify the structure of " <i>Departure</i> " from <i>"Winter</i>	Create lyrics for rapped	melodic ostinati. Learn
	Rehearse a complete performance of <i>Amazing</i>	ostinati in a performance. Perform arrangement of	and others and identify well known instruments.	Bonfire". Improvise melodies on a rondo	verses. Learn and perform a chordal	Renaissance dance melody with rhythm
	Procession with chorus	percussion and voices &	Sing a 3-part round	performance.	accompaniment for Why,	accompaniment.
	singing groups and instruments.	evaluate	Recycling Structure	Around the World	how, what	Perform a simplified version of <i>Wagner's</i>
		Environment_Composition	Accompany a movie using paper sounds and	Pitch	Time Beat Listen to Canterbury	Bridal March.
	<u>Singing Spanish</u> Pitch	Listen to <i>"Vivaldi's Four</i> Seasons" and others. Select	performance art.Use junk	Listen to pentatonic	Bells. Identify the metre	Food and Drink
	Learn to sing traditional	different timbres. Compose	instruments (<i>add to Jazz</i> Junk) and compose a	melodies in Swing Low, Sweet Chariot and	Use notation and play chime sections. Listen	Performances Compose and perform
	Spanish songs. Create accompaniments. Perform	and introduction to a song inspired by listening	rondo.	others.Follow the pitch	to syncopation.Perform	new rhythms in rondo
	Chocolate, molinillo with	extracts.		shape of a melody with audio and notation. <mark>Play</mark>	a new suite of music for Cinderella	structure. Learn instrumental
	maracas and tuned instruments.			tuned percussions.		accompaniments to ad
					1	to a song performance

What do they go on to learn about in Year 5 and 6? African Drumming: Key Features of African Drumming; Master Drummer; Polyphonic Rhythms; Improvisation; Base rhythm; Call and response The Orchestra: To know how an orchestra is set up around the conductor; Understand why it is set like this; Know the instruments that play in the orchestra; Understand and be able to identify the different groups of instruments; . Know key features of the instruments; Appreciate Classical music Story Telling: Creating their own story about and alien; Emotions; Structure of the piece; Keyboard skills

<u>How does it all link with the National Curriculum?</u>	Key Stage 2: Subject content				
 Key Stage 1: Subject content Pupils should be taught to: use their voices expressively and creatively by singing songs and speaking chants and rhymes play tuned and untuned instruments musically listen with concentration and understanding to a range of high-quality live and recorded music experiment with, create, select and combine sounds using the inter-related dimensions of music. 	 Pupils should be taught to sing and play musically with increasing confidence and control. They should develop an understanding of musical composition, organising and manipulating ideas within musical structures and reproducing sounds from aural memory. Pupils should be taught to: play and perform in solo and ensemble contexts, using their voices and playing musical instruments with increasing accuracy, fluency, control and expression improvise and compose music for a range of purposes using the inter-related dimensions of music listen with attention to detail and recall sounds with increasing aural memory use and understand staff and other musical notations appreciate and understand a wide range of high-quality live and recorded music drawn from different traditions and from great composers and musicians develop an understanding of the history of music. 				