## Music

Year Group	Reception	Year 1	Year 2	Year 3	Year 4
Topic	All about me/	Famous People	Famous People	Tomb Raiders	Tomb Raiders
	Fabulous Festivals				
Skills:					
Controlling sounds through singing and	Take part in singing.  Follow instructions on when	Take part in singing showing awareness of melody - vocal sounds John Kanaka and the ghosties'	Sing songs in ensemble following the tune (melody) well.	Sing songs from memory with accurate pitch and in tune.	Sing in tune, breathe well, pronounce words, change pitch and dynamics.
playing (performing)	to sing or to play an instrument	Follow instructions on how and when to sing/play an instrument - call and response	Use voice to good effect understanding the importance of warming up first. (Exploring vocal sounds)	Show control in voice and pronounce the words in a song clearly (diction).	Sustain a rhythmic ostinato/ drone/ melodic ostinato (riff) (to accompany singing) on an instrument (tempo/
		song.	Perform in ensemble with instructions from	Maintain a simple part within an ensemble - Ancient worlds	duration/ texture).  Perform with control and awareness of
		Take notice of others when performing.	the leader (If you're feeling blue)	Play notes on instruments clearly and	what others are singing/ playing.
		Make and control long and short sounds (duration) in different ways including hitting, blowing and shaking (triangle for	Make and control long and short sounds using voices and instruments, playing by ear and including simple improvisation (duration) - Toys - beat	Improvise (including call and response) within a group using 1 or 2 notes.	Improvise within a group using more than 2 notes.
		Imitate changes in pitch—high and low cuckoo call	Carefully choose instruments to combine layers of sound, showing awareness of the	Perform own part with increased control or accuracy when singing or playing both	Perform significant parts from memory and from notation, either on a musical instrument or vocally.
			combined effect.	tuned and untuned instruments.	Maintain a simple part within an
			Use own voice in different ways, including using a loud or soft voice and sing simple repeated phrases - Ourselves - exploring	Sing songs confidently both solo and in groups	ensemble
Creating and developing musical ideas (composing)	Clap short, rhythmic patterns  Make different sounds (high	Carefully choose sounds to achieve an effect (including use of ICT).	Compose and perform melodies using two or three notes.	Compose and perform melodies using three or four notes.	Compose and perform melodies using four or five notes.
	and low – pitch; loud and quiet – dynamics; fast and slow – tempo; quality of the	Order sounds to create an effect (structure-beginnings/endings).	Use sound to create abstract effects (including using ICT).	Make creative use of the way sounds can be changed (accompaniments), organised and controlled (including ICT).	Use a variety of different musical devices including melody, rhythms and chords.
	sound – smooth, crisp, scratchy, rattling, tinkling etc timbre)	Create short musical patterns.  Create sequences of long and short sounds-	Create/ improvise repeated patterns (ostinati) with a range of instruments.	Create accompaniments for tunes using drones or <b>melodic ostinato</b> (riffs).	Record own compositions.  Create own songs (raps- structure).
	ett timbrej	rhythmic patterns (duration) in different ways – e.g hitting, blowing, shaking,	Effectively choose, order, combine and control sounds (texture/ structure).	Create (dotted) rhythmic patterns with	Identify where to place emphasis and
		clapping.		awareness of timbre and duration.	accents in a song to create effects (duration).
		Control playing instruments so they sound as they should.		Create and repeat extended rhythmic patterns, vocally or by clapping	Create and repeat extended rhythmical
		Use pitch changes to communicate an idea.			patterns, using a range of percussion and tuned instruments
		Start to compose with two or three notes.			
		Create a simple rhythm by clapping or using percussion			

Responding and reviewing (appraising)	Take note of others when performing	Hear the pulse in music - beat  Hear different moods in music - call and response song.  Identify texture— one sound or several sounds?  Choose sounds to represent different things (ideas, thoughts, feelings, moods etc.).  Say what they like or dislike about a piece of music - comparing the cuckoo versions.	Identify the pulse in music.  Recognise changes in timbre (sound quality: smooth, crisp, scratchy, rattling, tinkling etc.), dynamics (loud and quiet), tempo (fast and slow) and pitch (high and low).  Start to recognise different instruments.  Explain what they like about a piece of music and why	Internalise the pulse in music.  Know the difference between pulse and rhythm.  Start to use musical dimensions vocabulary to describe music–duration, timbre, pitch, dynamics, tempo, texture, structure.  Use these words to identify where music works well/ needs improving.	Know how pulse stays the same but rhythm changes in a piece of music.  Listen to several layers of sound (texture) and talk about the effect on mood and feelings.  Use more musical dimensions vocabulary to describe music—duration, timbre, pitch, dynamics, tempo, texture, structure, rhythm, metre, riff, ostinato, melody, harmony.  Identify orchestral family timbres.  Identify cyclic patterns.
Listening and applying knowledge and understanding	Choose sounds to represent different things (the thunder, sea etc)	Listen for different types of sounds.  Know how sounds are made and changed.  Make sounds with a slight difference, with help - faster/slower  Use voice in different ways to create different effects.  Begin to represent sounds with drawing  Listen to a piece of music, describing if it is fast or slow, happy or sad	Listen carefully and recall short rhythmic and melodic patterns.  Use changes in dynamics, timbre and pitch to organise music.  Change sounds to suit a situation.  Make own sounds and symbols to make and record music.  Start to look at basic formal notation- play by ear first.  Know music can be played or listened to for a variety of purposes (in history/ different cultures).  Follow a simple piece of written rhythmic notation.  Describe basic elements of a piece of music (e.g. pace, volume, emotion).  Describe how an instrument has been used to represent a sound or object (e.g. a flute for a bird or a drum for thunder)	Use musical dimensions together to compose music.  Know number of beats in a minim, crotchet, quaver and semibreve and recognise symbols (duration).  Play with a sound-than symbol approach.  Use silence for effect and know symbol for a rest (duration).  Describe different purposes of music in history/ other cultures.  Use written symbols both standard and invented to represent sounds.  Use relevant musical vocabulary (e.g. pitch, rhythm, tempo and pulse) when talking about the elements of music within a piece.  Recognise changes in the music using words like 'pitch' (high/low), 'timbre' (sound quality), 'dynamics' (loud or soft) and 'tempo' (fast or slow).	Combine sounds expressively (all dimensions).  Read notes and know how many beats they represent (minim, crotchet, semibreve, quaver, dotted crotchet, rests).  Know that sense of occasion affects performance.  Describe different purposes of music in history/ other cultures.  Follow a basic melody line, using standard notation.  Describe and compare and then evaluate different kinds of music using appropriate musical vocabulary.  Describe how a piece of music makes them feel, making an attempt to explain why.  Recall sounds with increasing aural memory

Knowledge	Reception	Year 1	Year 2	Year 3	Year 4
What does each lesson cover and how does it link together over time? NC aims for Key  Stages 1 (Years 1 and 2) and 2 (Years 3-4):  M1: perform, listen to, review and evaluate music across a range of historical periods, genres, styles and traditions, including the works of the great composers and musicians  M2: learn to sing and to use their voices, to create and compose music on their own and with others, have the opportunity to learn a musical instrument, use technology appropriately and have the opportunity to progress to the next level of musical excellence  M3: understand and explore how music is created, produced and communicated, including through the inter-related dimensions: pitch, duration, dynamics, tempo, timbre, texture, structure and appropriate musical notations.	Children are encouraged to sing, dance and play percussion instruments across the curriculum, both as independent activities and adult led opportunities such as: Christmas songs, exploring dinosaur music and movement in PE, transport songs, matching music to movement by moving like different sea creatures.  Harvest song - actions and sing	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.  Number: Beat Show steady beat from 'The Nutcracker Ballet Suite' and others Accompany with percussion and create class performance.  Machines: Beat Listen to 'Copenhagen steam railway galop' and others Play instruments together getting faster/slower. Play a beat to a speed by a speedometer.  Seasons: Pitch Listen to 'Cuckoo call' & 'Cuckoo in the tree' & sing the song/identify pitch. Mark steady beat with body percussion & practice chant. Listen to 'The cuckoo' from The carnival of the animals & compare instrumental version.  Harvest song - learn poem and read with actions.	Ourselves: Exploring Explore vocal sounds. Listen to 'If you're feeling blue' and others. Add body percussion/vocal sounds/instruments to respond to song. Perform. Match sounds to mood.  Toys: Beat Listen to 'Scooter girl and others' & learn song with faster/slower sections. Perform changes in tempo to match  Number: Beat Listen to 'Schiarazula marazula' and others. Identify beat/rhythm pattern in dance music. & compose an ostinato for percussion using instruments.  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.  Harvest song - rhyming poem to create as a class.	Ancient Worlds (Egyptian) Structure Recognise features of a layered structure. Rehearse a complete performance of Amazing Procession with chorus singing groups and instruments.  Singing Spanish Pitch Learn to sing traditional Spanish songs. Create accompaniments. Perform Chocolate, molinillo with maracas and tuned instruments.  Poetry Performance Listen to "From a railway carriage" and others. Combine the poem and ostinati in a performance. Perform arrangement of percussion and voices & evaluate  Environment Composition Listen to "Vivaldi's Four Seasons" and others. Select different timbres. Compose and introduction to a song inspired by listening extracts.  Harvest acrostic poem - written and sang	Ancient Worlds (Egyptian) Structure Recognise features of a layered structure. Rehearse a complete performance of Amazing Procession with chorus singing groups and instruments.  Singing Spanish Pitch Learn to sing traditional Spanish songs. Create accompaniments. Perform Chocolate, molinillo with maracas and tuned instruments.  Poetry Performance Listen to "From a railway carriage" and others. Combine the poem and ostinati in a performance. Perform arrangement of percussion and voices & evaluate  Environment Composition Listen to "Vivaldi's Four Seasons" and others. Select different timbres. Compose and introduction to a song inspired by listening extracts.  Harvest acrostic poem - written and sang