

MUSIC – Curriculum knowledge progression

	<p>Nursery - In nursery, there is a focus on remembering and singing familiar songs. Children are asked to match someone’s pitch and recognise if a sound is high or low. They have access to a box of instruments where they can create their own music and express themselves. Also, there are a number of cross curricula links with children being introduced to songs in maths and those linked to stories.</p> <p>Reception - Music comes under the early learning goal of 'expressive arts and design'. The children are given opportunities throughout the day to express themselves through music. They have access to a box of instruments which is regularly rotated to allow them to investigate sounds. This also gives children a chance to move and dance to the music that they are creating and be imaginative and expressive. There are also chances for children to make their own instruments such as shakers. In class, children regularly sing a range of well-known nursery rhymes and songs. They are able to listen to the music and talk about how it makes them feel, what they like and what they dislike. Alongside this, there are also a number of cross curricula links with songs being used in maths, for stories and linked to projects. Children are regularly able to perform to their peers as well as in assemblies and Christmas performances.</p>					
Singing	<ul style="list-style-type: none"> • Traditional songs, nursery rhymes and chants have been passed down to different generations using the oral tradition. They usually contain repeated rhythms or melodies, a strong pulse and rhyming words. Rio De Vida 	<ul style="list-style-type: none"> • A melody is a succession of notes arranged to create a musical shape and is the dominant tune of the composition. The shape of the music through structure, dynamics and expression. Beat Band Boogie 	<ul style="list-style-type: none"> • The voice can be used to create notes of different pitches, durations and dynamics (loudness) to add interest to the music by highlighting certain lyrics or creating different moods. Heroes and Villains 	<ul style="list-style-type: none"> • Solo singing is singing alone. Accurate solo singing includes good timing, note memory and accurate pitching of notes. Ensemble singing is singing in a group. Accurate ensemble singing includes the ability to listen to others, sing at the same volume as them, and follow the signals and instructions of a conductor. Playlist 	<ul style="list-style-type: none"> • Rounds consist of the same melody being sung at different times in a group. Harmony singing consists of a melody line accompanied by other lines of music made up of differently pitched notes that, when sung together, give a pleasing effect. Harmonies can have the same words at the same time, or 'oo's and 'ah's sung underneath a melody. 	<ul style="list-style-type: none"> • Gestures in music include eye contact, body language, and movement in time to the music. Some gestures are associated with different types of music. For example, nodding the head in time to the beat during a virtuoso guitar solo in rock music. Expression is the addition of personal nuances to evoke feelings in music. In musical scores, musicians are directed to do this by a range of words, such as <i>dramatico</i> (in a dramatic, exaggerated style), <i>legato</i> (smoothly and connected), <i>tranquillo</i> (quiet and peaceful) and <i>cantabile</i> (in a singing or flowing style). A Child's War
Performance	<ul style="list-style-type: none"> • A piece of music played by a group of musicians should be played at the same time. Musicians should finish together to make the piece of music sound pleasing and ensure that the audience can hear the tune. Listening to others, watching a conductor and counting beats accurately can help musicians to play or sing at the same time as each other. Rio De Vida 	<ul style="list-style-type: none"> • Percussion instruments make a sound when they are hit, shaken or scraped. Tuned percussion instruments, such as the xylophone or timpani, produce notes of different pitches. They should be played with an awareness of pitch, rhythm and dynamics. Untuned percussion instruments, such as a bass drum or guiro, produce sounds with no definite pitch. They should be played with an awareness of rhythm and dynamics. Beat Band Boogie 	<ul style="list-style-type: none"> • Control in music can include breath control, where singers ensure that they have enough breath to sing to the end of phrases, or control of a musical instrument, such as using bow strokes correctly when playing the violin. To sing or play accurately, the pitch, rhythm and dynamics of notes should match the intent of the musical score. Heroes and Villains 	<ul style="list-style-type: none"> • Identifying the pitch and length of notes, observing rests and responding to dynamic marking, such as *p* or *f* will increase the accuracy, fluency, control and expression of a performance. Playlist 	<ul style="list-style-type: none"> • Accurate and confident group performances benefit from various factors: practice and preparation; the monitoring and adjustment of pitch, rhythm, timbre and dynamics; rapid responses to the actions of others and awareness of the role of each musician. Alchemy Island 	<ul style="list-style-type: none"> • Suggestions for improvements to musical performances include more practise; strategies to cope with performance pressure; better presentation, including eye contact with the audience; improving the planning and logistics of a performance and confidently introducing pieces and songs. A child's War
Pulse and rhythm	<ul style="list-style-type: none"> • A rhythm is a pattern or grouping of long and short sounds and is one of the basic elements of music. A pulse is a steady beat, like a heartbeat. The pulse often stays the same throughout a piece of 	<ul style="list-style-type: none"> • A rhythm is a pattern or grouping of long and short sounds and is one of the basic elements of music. A pulse is a steady beat, like a heartbeat. The pulse often stays the same throughout a piece of 	<ul style="list-style-type: none"> • Music is written in bars, with a set number of beats per bar. Time signatures tell musicians how many beats are in a bar. The time signature 4/4 shows that there are four crotchet beats in a bar. 3/4 shows that there are three crotchet beats in a bar and 2/4 shows that there are two crotchet beats in a bar. In a bar, the beats 	<ul style="list-style-type: none"> • One type of rhythmic pattern is an ostinato. An ostinato is a short melody that is played over and over again. A rhythmic ostinato is a short, constantly 	<ul style="list-style-type: none"> • An ostinato is a short melody that is played over and over again. A rhythmic ostinato is a short, constantly repeated rhythmic pattern. Other musical techniques are 	<ul style="list-style-type: none"> • Pulse can be created using bar lines to write bars of music with the same number of beats per bar, and using articulation to create strong beats. Rhythm can be created using notes of varying length, such as quavers,

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<p>steady beat, like a heartbeat. People can clap or tap their feet to the pulse.</p>	<p>music, whereas the rhythm changes. Beat Band Boogie</p>	<p>receive the main pulse of the music and they can be played, clapped, counted or conducted. Heroes and Villains</p>	<p>repeated rhythmic pattern.</p>	<p>(speed) and dynamics (loudness). Alchemy Island</p>	<p>crotchets, minims and semibreves. A Child's War</p>	
<p>Composition</p>	<ul style="list-style-type: none"> • Sounds can be made by playing tuned or untuned instruments, using the voice, hitting, shaking or scraping objects, or using the body to make percussive sounds. A rhythm is a pattern or grouping of long and short sounds and is one of the basic elements of music. Rio De Vida 	<ul style="list-style-type: none"> • Combining layers of sound can create pleasant, harmonious sounds or unpleasant, discordant sounds, depending on the combination of the pitches, rhythms and other elements of music used. Adding sounds together creates texture in a piece of music. Beat Band Boogie 	<ul style="list-style-type: none"> • Sequences of sounds combine melodies, harmonies, pitches, rhythms and dynamics. Sequences can be written down using informal pictures or symbols in a graphic score or using musical notation. Heroes and Villains 	<ul style="list-style-type: none"> • Sequences of sounds for different instruments are written on separate lines in a graphic score or on separate staves of musical notation. Playlist 	<ul style="list-style-type: none"> • Effective compositions involve using a variety of instruments, different pitches, repeated and contrasting rhythms, melodies and harmonies and dynamics. Alchemy Island 	<ul style="list-style-type: none"> • A score contains all the information musicians need to rehearse and perform a piece of music, including separate lines for each instrument or voice part, notation showing pitch and duration of sounds and markings to show dynamics, such as *mp* and *mf*. A Child's War
<p>Notation</p>	<ul style="list-style-type: none"> • Musical notes and symbols have meaning and can be read by musicians when they play. 	<ul style="list-style-type: none"> • Notes in musical notation are written on a staff, which tells the musician the pitch of the note. The pitch of a note is how high or low it is. The way that a note is drawn tells the musician the duration of a note. The duration of a crotchet is one beat, a minim is two beats and a semibreve is four beats. 	<ul style="list-style-type: none"> • In musical notation, rests, such as crotchet rests, minim rests and semibreve rests, tell musicians when not to play or sing and are used between musical notes. 	<ul style="list-style-type: none"> • Musical notation symbols for dynamics, such as *pp, p, mp, mf, f* and *ff*, tell musicians how loudly or quietly they should play. Piano (*p*) means that the music should be played quietly. Forte (*f*) means that the music should be played loudly. Playlist 	<ul style="list-style-type: none"> • In musical notation, time signatures tell musicians how many beats are in a bar. For example the time signature 4/4 shows that there are four crotchet beats in a bar. In a piece of music written in 4/4, there may be eight quavers, four crotchets, two minims, one semibreve or a combination that add up to the total of four crotchet beats. Alchemy Island 	<ul style="list-style-type: none"> • Features of musical notation include staves, time signatures, bar lines, notes, rests and dynamic markings.
<p>Music appreciation</p>	<ul style="list-style-type: none"> • Responses to music include playing or clapping along to the pulse and rhythms, humming or singing melodies, creating actions and dance movements, and using adjectives, such as lively or cheerful, to describe the music. Rio De Vida 	<ul style="list-style-type: none"> • Responses to a piece of music that tell a story include creating movements relating to characters or events in the music, identifying instruments and sounds that represent characters or events, describing key events and changes in the sound and drawing scenes inspired by the music. Beat Band Boogie 	<ul style="list-style-type: none"> • Features of music that can be listened and responded to include the musical instruments used, the rhythms, dynamics, tempo and timbre. These features may be similar in music written around the same time period or theme. Heroes and Villains 	<ul style="list-style-type: none"> • Genres of music include baroque, romantic, classical, blues, gospel, reggae, rock, samba, country, pop, folk, and world music. Each genre has its own distinguishing features: the use of instruments; structure of the music; inclusion of typical rhythms, harmonies, tempi and dynamics; date of composition and style of performance. Playlist 	<ul style="list-style-type: none"> • Musical vocabulary includes pitch, rhythm, pulse, duration, structure, dynamics, harmony, tempo, timbre and texture. Alchemy Island 	<ul style="list-style-type: none"> • A motif in music is a short musical idea that is repeated and developed throughout a piece. A Child's War
<p>Listening</p>	<ul style="list-style-type: none"> • Basic, easily identifiable features of music are the tempo (quick or slow), the dynamics (loud or quiet), instruments used and the feelings that the music engenders, such as happiness, anger or fear. Rio De Vida 	<ul style="list-style-type: none"> • Different instruments can be used to represent the other sounds, animals or objects. This is done by changing the pitch (high or low), rhythm (simple or complex), or dynamics (loud or soft). Beat Band Boogie 	<ul style="list-style-type: none"> • Specific terms can be used to describe the sounds and changes in a piece of music, including pitch (high or low), timbre (sound quality), dynamics (loudness) and tempo (speed). Heroes and Villains 	<ul style="list-style-type: none"> • Instruments include strings, such as violins; brass, such as trombones; woodwind, such as clarinets and percussion, such as drums. Composers choose instruments for the timbre, pitch and sounds that they can create, to replicate and represent objects, animals, mood and feelings. 	<ul style="list-style-type: none"> • A mixture of pitch, tempo, rhythm, melody and dynamics create mood and feeling in the listener. For example, quick, high-pitched notes can create a feeling of panic, and long, low-pitched notes can create a feeling of calm. All music is written in a major or minor key. Music written in a major key sounds happy, and music written in a minor key sounds sad. 	<ul style="list-style-type: none"> • Genres of music include baroque, romantic, classical, blues, gospel, reggae, rock, samba, country, pop, Latin American, folk, swing, and world music. Each genre has its own distinguishing features: the use of instruments; structure of the music; inclusion of typical rhythms, harmonies, tempo and dynamics; date of composition and style of performance.

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Playlist

Significant people

- A composer is a person who writes a piece of music.
- Composers, at various points in history, wrote pieces of music with many differences between them, based on their life experience and the country they lived in. This affected the choice of instruments, the style and the feelings that they provoked in listeners.
- Composers of romantic music worked from approximately 1800 to 1910. Romantic music focuses on provoking emotions and passion, and the music was used to evoke stories, places or events. During this period composers wrote dramatic symphonies, operas, overtures and complex piano music.
- Popular music began in the late 19th century and evolved rapidly. From the 1950s, technology, fashion and popular culture have all influenced how composers create and present their music. [Playlists](#)
- The Baroque period in music was from roughly 1600 to 1750 and composers included Monteverdi, Bach and Handel. Baroque music often includes an instrument called the harpsichord and is characterised by long, flowing melodic lines with lots of ornamentation (trills and turns).
- The Classical era was approximately years 1750 and 1825. Composers like J. S. Bach and Wolfgang Amadeus Mozart wrote different genres and styles such as the concerto, suite and opera. Classical orchestras had symphonies that were larger in size and pieces of music had swayed the way instruments and parts move together rather than an independent clear structure.