

Knowledge Building

Instrumentation

The combination of instruments used in a piece of music is known as **instrumentation**. Part of composition involves planning for different instruments and their groupings. Recognising the connection between the musical elements and **instrumentation** is an important part of thinking musically, as timbre, texture, pitch, dynamics all link directly to instrumentation.

#### Notation

**Notation** is music that has been written down so performers, whether instrumental or vocal, can read the pitch and duration of the notes they are supposed to be played and sing. It consists of a series of symbols and markings that inform musicians how to perform a composition. Types and methods of notation vary between cultures and throughout history. Modern staff notation, written on five horizontal parallel lines, is the most used form worldwide.

#### **Cultural Understanding**

Songs and music act as a mirror for the history, values and traditions of different cultures. Even though there is diversity in the types of music that people enjoy (which often relates to cultural norms), it is universally agreed that music is an important way of expressing ourselves as human beings. Music offers a means of intercultural understanding and appreciation.

#### Musical Vocabulary

Music vocabulary relates to genres, instrumentation, Subject specific vocabulary for music can be found in Italian as well as English. Italian terms are most commonly used when composers are instructing performers, telling them how they want their music to be played e.g. for "fast" the music would say "allegro" or for "loud" it would say "forte".

#### **Musical Elements**

The **Musical Elements** are sometimes also called the inter-related dimensions of music. They are **pitch**, **timbre**, **texture**, **duration**, **dynamics**, **structure** and **tempo**. These are the fundamental building blocks of all music and are essential components that distinguish noise and random sounds from music.

Singing is the act of producing musical sounds with the voice. There are five main components of singing: breathing, pitch, rhythm, diction, and voice. A person who sings is called a singer

\*The Technical, Constructive and Expressive aspects of music are taught across the six pillars.

or vocalist and singers perform music that can be sung, with or without accompaniment by musical instruments.





### EXPLORERS

Knowled				ilding		
Instrumentation	Notation	Cultural Understanding		Musical Vocabulary	Musical Elements	Singing
Know the names of some basic tuned instruments and untuned percussions	Know that symbols represent sounds in music	Know some simple songs and singing games from local, national and pupils' own heritages		w and understand simple words elated to tempo e.g. fast and dynamics e.g. loud	Know and understand the elements of tempo and dynamics	Know a range of simple songs
		Learning P	Progre	ession		
	3 – 4 years				Reception	
Listen with increased attention to a	sounds		•	Sing a range of well-known nurse	ry rhymes and songs	
Respond to what they have heard	l, expressing their thoughts and feelings		• Perform songs, rhymes, poems and stories with others, and - when appropriate try to move in time with the music			
• Remember and sing entire songs			•	Listen attentively, move to and tal	k about music, expressing their feelings o	and responses
• Sing the pitch of a tone sung by a	nother person ('pitch match')		•	Sing in a group or on their own, ir	ncreasingly matching the pitch and follow	ing the melody
• Sing the melodic shape (moving m	elody, such as up and down, down and	up) of familiar songs				
Create their own songs, or improv	ise a song around one they know					
Play instrument with increasing control to express their feelings and ideas						





Knowledge Progression				
Explorers 1 / Nursery and Explorers 2 / Reception				
Happy to be Me	Tell Us a Story			
To learn songs and singing games that involve people's names	To know how to add vocal sounds to a well-known story			
<ul> <li>To know a range of songs that incorporate body parts and moving</li> </ul>	To know how to link symbols to sound queues			
	To understand how loud and quiet sounds can add character and mood to a story			
Key Vocabulary				
name, song, rhyme, rhythm, singing rhymes, clap, repetition	Key Vocabulary			
	character, story, soundscape, loud, quiet, volume, composition, symbols			
No Place Like Home	Under the Sea			
To know a range of sounds linked to everyday objects	To identify sounds that link to the ocean and sounds			
To understand that some everyday objects can be used as percussion instruments	To know how to make sounds that link to the movement of fish			
	To know how to adapt sounds depending on the speed of the movement			
Key Vocabulary				
hit, pluck, scrape, blow, shake, percussions, instrument, listen	Key Vocabulary			
	ocean, sea soundscape, fast, slow, tempo			
Come Fly With Me! Asia	What on Earth?			
<ul> <li>To know a range of songs from different cultures and traditions</li> </ul>	<ul> <li>To know how to link sounds with the item that's makes them</li> </ul>			
<ul> <li>To understand how to compose some simple music within a specific soundscape or genre</li> </ul>	<ul> <li>To know how to link symbols with sounds and compose their own</li> </ul>			
Key Vocabulary	Key Vocabulary			
Chinese music, triangles, gong, drums, Chinese dragon and lions	symbols, sounds, instrumental, vocal, percussion, composition			
Let's Play	Help Is At Hand			
To understand how sounds can be linked to toys and their movements	To know a song related to the jobs that people do			
To identify ways to replicate sounds with voice and instruments	To know and compose a range of sound effects to match jobs and actions			
Key Vocabulary	Key Vocabulary			
replicate, volume, loud, quiet, soft, instrumental, vocal, toy	sound effect, song			







### PATHFINDERS

		Knowledg	je Building		
Instrumentation	Notation	Cultural Understanding	Musical Vocabulary	Musical Elements	Singing
Know the names of an increasing	Understand and use simple graphic	Know about music from world	Know and understand words related	Know and understand the elements	Know and understand about basic
range of instruments and how they	notation	heritages and a range of cultures	to pitch and duration, such as high	of pitch and duration, including	posture
are played			and long	beat, rhythm and pattern	
		Skills Pro	ogression		
	Music Skills Pathfinders 1 / Y1			Music Skills Pathfinders 2 / Y2	
Mu1 Use their voices confidently in diff				imple structures and sounds in response t	
Mu2 explore how sounds can be made				ind combine sounds using inter-related m	nusical dimensions e.g. tempo, pitch
Mu3 Recognise how sounds can be made	•		Mu13 Represent sounds with symbols		
Mu4 Identify the beat in different piec			Mu14 Play musical instruments with expression and control, listening and observing carefully		
Mu5 Identify long and short sounds in r			Mu15 Identify the beat and join in getting faster and slower together		
Mu6 Respond appropriately to musical			Mu16 Recognise and explore how sour		
Mu7 Respond verbally and physically			Mu17 Begin to sing in tune with expres		
Mu8 Create and choose sounds in resp	• • • •		•••••••••••••••••••••••••••••••••••••••	simple songs, sequences and rhythmic p	atterns
	hands and use high, low and middle voi	ces	Mu19 Perform long and short sounds in		
Mu10 Repeat short, rhythmic and melo	dic patterns to a given beat		Mu20 Respond to a range of high-qua	lity live and recorded music	
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Knowledge Progression				
Pathfinders 1 / Year 1	Pathfinders 2 / Year 2			
Happily Ever After	Inter-Nation Media Station			
Skills Development - Timbre	Skills Development - Structure			
<ul> <li>To learn the meaning of 'timbre' and recognise that voices have their own unique timbre</li> </ul>	<ul> <li>To learn what 'structure' means in the context of music</li> </ul>			
• To recognise that different instruments have their own unique timbres and be able to identify some instruments	To order sounds to create a structured piece of music			
by listening to their sound	Pupils begin by listening to examples of jingles, identifying features, and discussing how jingles can help you to			
Pupils will work on producing sound effects to perform to enhance the re-telling of different fairy stories.	remember things. Using the same structure as the song "If You're Happy and You Know it", they will add new lyrics			
Concepts	to create a jingle for a new breakfast cereal.			
NC - Experiment with, create, select and combine sounds using the inter-related dimensions of music	Concepts			
To understand the meaning of pitch	NC - Experiment with, create, select and combine sounds using the inter-related dimensions of music			
To know the meaning of tempo	To know the meaning of timbre			
To know that dynamics relates to volume	To know what lyrics are in a song			
To know what sound effects are and how they are used	To know what a jingle is and understand its purpose			
To know how to create and follow a graphic score	To know what sound effects are and how they are used			
Come Fly With Me! Arctic Circle	Zero to Hero			
Skills Development - Pitch	Skills Development – Duration (Beat and Rhythm)			
• To explore the element of pitch using voices	<ul> <li>To mark the beat of a listening piece by tapping or clapping and recognising tempo as well as change</li> </ul>			
To increase control of vocal pitch	tempo			
• To use pitched instruments and accurately match their voices to the different notes they can hear	To identify the beat groupings in familiar music that they listen to			
A singing-based unit, with children learning and performing "Oh, I Do Like to be Inside My Igloo".				
They then learn about the tradition of Inuit Throat Singing and have the opportunity to try out this	Concepts			
traditional type of musical performance.	NC - Use their voices expressively and creatively by singing songs and speaking chants and rhymes			
Concepts	To know what cheerleading is and learn about the history of cheerleading			
NC - Use their voices expressively and creatively by singing songs and speaking chants and rhymes	To understand the importance of listening to others when performing in a group			
<ul> <li>To understand what beat is</li> </ul>				
To know what lyrics are in a song				
To know the importance of posture and vocal warm-ups when singing				
<ul> <li>To know what Inuit throat singing is, its history and purpose</li> </ul>				





Knowledge Progression			
Pathfinders 1 / Year 1	Pathfinders 2 / Year 2		
Unity in the Community Skills Development - Texture To learn the meaning of 'texture' To be able to recognise the difference between a thin and thicker texture Pupils begin by looking at signs and symbols they can see around school and then in their locality. Photographs of selected signs and symbols are used in composition work, exploring vocal and percussion sounds to match to signs. A dynamics focus will be included, introducing the musical signs for loud and quiet. Concepts NC - Play tuned and untuned instruments musically To know how symbols are used in composition	Land Ahoy!  Skills Development - Dynamics  • To identify the difference between loud and quiet sounds  • To play copycat rhythms, copying a leader, and invent rhythms for others to copy with an awareness of dynamics, on tuned percussion Pupils begin by learning 'Shiver me Timbers' song. They then think of sounds associated with pirates and the sea to add to the song. A soundtrack will be created using instrumental and vocal sounds to replicate those chosen for the song. Some of the sounds will be used to add verses to the song. Concepts NC - Play tuned and untuned instruments musically		
<ul> <li>To know that the dynamic symbol f means 'loud' and p means 'quiet'</li> <li>To know what is meant by musical texture</li> <li>To name and know how to play a range of musical instruments</li> </ul>	<ul> <li>To know what lyrics are in a song</li> <li>To name and know how to play a range of musical instruments</li> <li>To understand the role of a conductor</li> <li>To understand what beat is and the importance of keeping the beat</li> </ul>		
Light Up the World Through investigation, pupils will choose instruments whose sound depict the images of light and dark. Then, using the firework video clip as a stimulus, pupils will explore and match some of those light sounds to provide a musical soundtrack for the footage. Concepts NC - Listen with concentration and understanding to a range of high-quality live and recorded music • To know how to create and follow a graphic score • To understand the meaning of timbre • To know the importance of structure in a piece of music	Going Wild Skills Development - Tempo To learn that the speed (tempo) of the beat can change, creating a faster or slower pace To mark the beat of a listening piece by tapping or clapping and recognising tempo as well as change in tempo To walk in time to the beat of a piece of music The unit will begin by listening to some African music. Pupils will discuss the kinds of animals that can be found on safari in Africa, and they will learn that a number of African animals are endangered. Five animals will be chosen to be represented using vocal and instrumental sounds. The sounds will be recorded using audacity and manipulated to create a jungle soundtrack. Concepts NC - Play tuned and untuned instruments musically To know what beat is To know what is meant by tempo To know what is meant by tempo To know what sound effects are and how they can be used to enhance a performance		





	Key Vocabulary				
Pathfinders 1 / Year 1		Pathfinders 2 / Year 2			
Come Fly With Me! Arctic Circle			Inter-Nation Media Station		
tempo	rehearse	jingle	instrumental		
timbre	Inuit Throat Singing	catchy	vocal		
tune	repertoire	rhyming words	composition		
posture	pitch	message	performance		
diction	dynamic	advertising			
vocal warm-up		beat			

	Key Vocabulary		
	Pathfinders 1 / Year 1	Pathfinders 2 / Year 2	
	Zero To Hero	Happily Ever After	
chant	counts	sound effects	
sporting chant	tempo	dynamics	
cheerleading		tempo	
rhyme		graphic score	
repetition		symbols	
metre		notation	





	Key Vocabulary		
	Pathfinders 1 / Year 1	Pathfinders 2 / Year 2	
Unity in the Community		Going Wild	
dynamics	body percussion	tempo	
structure	f (forte)	duration	
texture	p (piano)	recording	
signs	sequencing	soundtrack	
symbols		backing track	
vocal percussion			

Key Vocabulary				
	Pathfinders 1 / Year 1		Pathfinders 2 / Year 2	
Light Up the World				Land Ahoy!
dynamics	graphic notation	d	lynamics	actions
duration	extract	d	luration	instruments
timbre	low-pitched	tir	imbre	beats
texture		st	tructure	
high-pitched		sc	ong	
accompaniment		ly	yrics	
		sc	oundscape	







### **ADVENTURERS**

		Knowledg	je Building			
Instrumentation	Notation	Cultural Understanding	Musical Vocabulary	Musical Elements	Singing	
Know about different instrument	Know basic note values and	Know about a range of musical	Know and understand words related	Know and understand the elements	Know and understand about	
families and ensemble groupings	understand how they are used in the	styles and their origins	to texture, timbre and structure such	of texture, timbre and structure	techniques, such as breathing linked	
e.g. orchestra, brass band	context of beat and metre		as layers and tone	including form	to phrasing	
		Skills Pro	ogression			
	Music Skills Adventurers 1 / Y3			Music Skills Adventurers 2 / Y4		
Mu21 Explore the way sounds can be	combined and used expressively			ounds can be combined and used expres	sively to convey mood and emotion	
Mu22 Improvise repeated patterns			Mu31 Improvise simple tunes based or			
	ccompaniments recognising different mus	ical elements and how they can be	Mu32 Compose and perform simple melodies recognising different musical elements and how they can be used			
used together to compose music			together to compose music			
Mu24 Explore sounds using symbols an			Mu33 Explore, recall and plan sounds using symbols and ICT			
Mu25 Begin to recognise, recall and p				Mu34 Combine several layers of sound, observing the combined effect		
Mu26 Recognise and explore different			Mu35 Listen carefully, recognise and use repeated patterns and increase aural memory Mu36 Internalise sounds by singing parts of a song 'in their heads' and attempt to play simple melodic phrases by			
Mu27 Listen carefully and recognise pe			Mu36 Internalise sounds by singing pa	rts of a song 'in their heads' and attemp	t to play simple melodic phrases by	
	y with an awareness of beat and rhythm	1	ear			
Mu29 Perform with control and aware	ness of audience		Mu37 Perform with awareness of diffe	erent parts that others are playing or sin	ging	
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Knowledge Progression				
Adventurers 1 / Year 3	Adventurers 2 / Year 4			
Come Fly With Me! Africa Skills Development - Structure	A World of Difference Skills Development - Pitch			
<ul> <li>To learn about repetition as a compositional tool and to understand the term 'ostinato'</li> <li>To structure musical ideas, creating music that has a beginning, middle and end</li> <li>Pupils will learn to recognise the main features and instruments used in African music. They will then explore the techniques of 'call and response'. Finally, pupils will develop ensemble skills by rehearsing and performing a hythmic pattern, which uses the call and response technique.</li> <li>Concepts</li> <li>NC - Appreciate and understand a wide range of high-quality live and recorded music drawn from different readitions and from great composers and musicians</li> <li>To know what call and response is in a piece of music</li> <li>To know that call and response is a feature of African music</li> <li>To know that the drum is integral to African music</li> <li>To know how to play hand drums and other percussion to create different sounds</li> <li>To know how important tempo, dynamics and pitch are in call and response singing</li> </ul>	<ul> <li>To learn about the pentatonic scale and combine known rhythmic notation with letter names to create short pentatonic phrases</li> <li>With a focus on Hanukkah, the Jewish festivals of lights, listen to some Hanukkah music and discuss the features. Pupils will learn the song 'Ner Li' and improvise using notes from the melody. They will add some of the ideas to a rhythmic accompaniment and notate.</li> <li>Concepts</li> <li>NC - Play and perform in solo and ensemble contexts, using their voices and playing musical instruments with increasing accuracy, fluency, control and expression</li> <li>To know the purpose of notation</li> <li>To know how to write basic musical notation</li> <li>To know some songs associated with Festivals of Light e.g. Hanukkah</li> <li>To know how to choose and play a variety of tuned and untuned instruments</li> </ul>			
Lightning Speed	Picture Our Planet			
<ul> <li>Skills Development - Tempo</li> <li>To copy stepwise melodic phrases with accuracy at different speeds: allegro and adagio, fast and slow the unit focuses specifically on the musical element of tempo, developing listening and appraising skills through comparing contrasting piece of music. Pupils will be able to apply their knowledge of the effects achieved by choosing specific tempos for a purpose and see how changing tempo in a piece can create drama and evoke mood changes. They will go on to explore moods created by music and look at how the combined musical elements contribute to the overall effect of a piece.</li> <li>Concepts</li> <li>NC - Improvise and compose music for a range of purposes using the inter-related dimensions of music</li> <li>To know that music can affect mood and emotions</li> <li>To know how to use tempo and pitch to create drama and evoke different moods</li> <li>To know the features of major and minor tonality</li> <li>To understand and explain their own personal likes and dislikes in music, related back to the elements of music</li> </ul>	<ul> <li>Skills Development - Texture         <ul> <li>To use listening skills to correctly identify how many sounds they can hear and to name the individual instrument voices</li> <li>To create and play a group piece which shows understanding of texture and notation</li> <li>This unit focuses on the origins of ancient Celtic music, beginning with two of the best-known ancient instruments - the carnyx and the crwth. Pupils will then look at the broader genre of Celtic music and how it has developed, up to the present day.</li> </ul> </li> <li>Concepts</li> <li>NC - Develop an understanding of the history of music</li> <li>To know what the ancient instruments, the carnyx and the crwth, are</li> <li>To know the origins of Celtic music</li> <li>To know that the bodhran is a Celtic drum</li> <li>To understand what improvisation means</li> <li>To know what a rhythmic pattern is</li> </ul>			





Knowledge Progression				
Adventurers 1 / Year 3	Adventurers 2 / Year 4			
Under The Canopy Skills Development - Timbre To improvise using tuned and untuned instruments To learn about instrument families and how they can be recognised by their timbre To use listening skills to correctly identify different instrument voices	Law And Order         Skills Development - Duration         • To use listening skills to keep the beat in a piece of music, showing awareness of and responding to change in tempo         • To make compositional decisions about the overall structure of improvisations         • To make compositional decisions about the overall structure of improvisations			
<ul> <li>Concepts</li> <li>NC - Improvise and compose music for a range of purposes using the inter-related dimensions of music</li> <li>To understand and explain what texture is</li> <li>To know how to identify low and high pitched sounds</li> <li>To know the importance of listening to each other when performing in groups</li> </ul>	<ul> <li>To improvise by inventing short 'on-the-spot' rhythm patterns Pupils be introduced note values and use Lego to begin to understand the concept of duration of notes, time and metre in music. They will compose rhythmic patterns and perform them. Concepts NC - Use and understand staff and other musical notations         To know the basic notation values         To know what crotchets, minims and semibreves are         To know how to read simple duration notation         To know the importance of listening to each other when performing in groups         </li> </ul>			
	Cry Freedom Skills Development - Singing  To practice breathing techniques in order to improve vocal control To improve diction when singing To understand the importance of posture when singing With a focus on coded songs from the Underground Railroad, pupils will learn about the contribution of Harriet Tubman in helping slaves escape to the northern states of America. They will learn how her songs provided instructions and maps to guide people to freedom. Concepts NC - Appreciate and understand a wide range of high-quality live and recorded music drawn from different traditions and from great composers and musicians NC - Develop an understanding of the history of music			





	Key Vocabulary				
	Adventurers 1 / Year 3		Adventurers 2 / Year 4		
	Come Fly With Me! Africa		A World of Difference		
tempo	call and response Kpanlogo drum		duration	minor key	
dynamic	rhythmic pattern repetition		tempo	major key	
pitch	percussion		dynamic	melody	
texture	djembe drum		pitch		
timbre	slit drum		listen		
duration	talking drum		compare		

Key Vocabulary				
Adventurers 1 / Year 3		Adventurers 2 / Year 4		
Lightning Speed		Picture Our Planet		
tempo	tonality	carnyx	wind instrument Celtic music	
pitch	major	crwths	hammer dulcimer	
fast	minor	carnyces	harp	
slow	scale	plucked	bouzouki	
notate	playlist	stringed instrument	tin whistle	
mood music			fiddle	





	Key V	ocabulary			
Adventurers 1 / Year 3		Adventurers 2 / Year 4			
Under The Canopy		Law and Order			
timbre	body percussion	duration	crotchet		
dynamics	body music	notes	minim		
pitch		timing	semibreve		
texture		metre	notation		
soundscape		composer			
animal sounds		composing			
			Cry Freedom		
		Underground Railroad			
			coded songs		
			diction		
		posture			
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### NAVIGATORS

		Knowledg	je Building			
Instrumentation	Notation	Cultural Understanding	Musical Vocabulary	Musical Elements	Singing	
Understand how instruments have	Know and understand basic pitch	Understand how music is used for	Know and understand more specific	Know and understand how the	Know and understand a range of	
developed and evolved over time	notation	different purposes within different	vocabulary linked to the elements	elements combine to create different	styles, such as call and response	
		cultures	such as ostinato (duration)	musical styles and effects	songs and rounds.	
		Skills Pro	ogression			
	Music Skills Navigators 1 / Y5			Music Skills Navigators 2 / Y6		
Mu38 Improvise melodic and rhythmic	phrases		Mu50 Explore the use of notation and	ICT to support creative expression		
	points by developing ideas within music	al structures		hrough evaluation, analysis and compari	son, commenting on how intentions	
Mu40 Explore the use of notation and	ICT to support creative work		have been achieved			
Mu41 Suggest improvements to their o			Mu52 Perform significant parts from memory, with awareness of their own contributions			
	n sounds and how music reflects differen		Mu53 Analyse and compare musical features and structures using appropriate musical vocabulary			
	t kinds of music using key musical vocabu	lary	Mu54 Listen carefully, demonstrating musical understanding and increasing aural memory			
Mu44 Listen carefully, developing and	demonstrating musical understanding		Mu55 Perform solo and lead others from notation			
Mu45 Perform by ear			Mu56 Subdivide the pulse and identify the metre of different songs through recognising the pattern of strong and			
	maintaining their own part with awarene	ess of how different parts fit together	weak beats			
	to achieve an overall effect			Mu57 Use a variety of notation		
Mu47 Sing songs with increasing control of breathing, posture and sound projection			Mu58 Perform their own and others' of	ompositions in a way that reflects their m	eaning and intentions	
Mu48 Use ICT to change and manipulate sounds						
Mu49 Compose their own instrumental and vocal music and perform their own and others' compositions						





Knowledge Progression				
Navigators 1 / Y5	Navigators 2 / Y6			
Mission Control Skills Development - Duration	A World of Bright Ideas Skills Development – Instrumentation and Notation			
<ul> <li>To understand what metre is and its relationship to beat</li> </ul>	• To use listening skills to identify instruments playing both individually and in small groups			
<ul> <li>To know how to identify metre within a piece of music</li> </ul>	To distinguish between similar timbres to correctly identify and name instruments			
To know what a polyrhythm is	To learn what a chord is a how a chord is played			
<ul> <li>Pupils find out about the concept of 'orbits' and relate it to cyclic patterns. Pupils will experiment with cyclic patterns focus on strong beats. They will improvise melodic cyclic patterns and then try combining them with rhythmic cycles. Then, pupils will explore the genre of musicals, leading to the composition of a mini musical based on the first moon landing.</li> <li>Concepts</li> <li>NC - Use and understand staff and other musical notations</li> <li>To understand what a cyclic pattern is</li> <li>To understand the difference between strong and weak beats in a piece of music</li> <li>To know what metre means</li> <li>To know how to notate a simple melody, using letter names or on a stave</li> <li>To know what a musical is and the features of this genre</li> </ul>	<ul> <li>To develop notation reading skills</li> <li>Focusing on the development of the guitar and the flute, pupils examine the changes that have taken place in the evolution of each instrument and how that links with the generic creative process of observe, reflect, make.</li> <li>Concepts</li> <li>NC - Develop an understanding of the history of music</li> <li>To know about the history and evolution of the guitar</li> <li>To know how to recognise the instruments heard in a piece of music</li> <li>To know about the history and evolution of the flute</li> <li>To understand the importance and impact of timbre in music</li> <li>To know which instruments belong to the flute and guitar families</li> </ul>			
Come Fly With Me! America	"I Have a Dream"			
<ul> <li>Come Pry win Me: America</li> <li>Skills Development - Singing         <ul> <li>To understand the importance of diaphragmatic breathing when singing</li> <li>To understand what a round is and learn to sing a round in two parts</li> </ul> </li> <li>To understand what a round is and learn to sing a round in two parts</li> <li>This unit looks at the following national anthems: - England 'God Save the Queen', USA 'The Star-Spangled Banner', France 'Le Marseillaise', South Africa 'Nkosi Sikelel' iAfrika' (God Bless Africa) and Germany 'Deutschlandlied'. Pupils will examine the broad features of national anthems, analyse the above and compare them, looking for similarities and differences.</li> </ul> <li>Concepts</li> <li>NC - Appreciate and understand a wide range of high-quality live and recorded music drawn from different traditions and from great composers and musicians</li> <li>To know what a national anthem is and its purpose</li> <li>To know that music can affect mood and emotions</li> <li>To know which orchestral families some instruments belong to</li> <li>To know which orchestral families some instruments belong to</li>	Skills Development - Structure • To understand ternary form and compose a piece of music using this structure The slave trade is described by some as the pre-cursor to apartheid. Pupils will explore the history of the slave trade songs. Use 'Swing Low' as an example of a popular call and response spiritual folk song, to play simple melodic phrases by ear and sing expressively. They will sing in two parts and compose a Soundscape to go with 'Gospel Train'. Concepts NC - Develop an understanding of the history of music • To know what folk music is • To know some English folk music • To know about the origins of spiritual folk / slave songs • To understand what a musical phrase is			





Knowledge	Progression	
Navigators 1 / Y5	Navigators 2 / Y6	
Global Warning Learn the 'Global Warning' song and perform in two parts. Research eco-issues related to the elements mentioned in the song. Then, compose lyrics beginning "If we don't make changes now" and record them, adding sound effects. Concepts NC - Listen with attention to detail and recall sounds with increasing aural memory To know what a 'verse' is in a piece of music To know what an echo is To know what a call and response song is To know how to record a composition using digital technology	<ul> <li>Wars of the World</li> <li>Skills Development</li> <li>To identify whether consecutive notes are higher or lower in pitch</li> <li>To learn about performing music without having to read from a score</li> <li>Wartime songs were hugely popular in their day and seen as an important tool for motivating troops and keeping spirits up. Pupils will learn some popular World War Songs. They will also learn an original song that tells the story of the Christmas 1914 truce, before examining two other anti-war Christmas songs.</li> <li>Concepts</li> <li>NC - Play and perform in solo and ensemble contexts, using their voices and playing musical instruments with increasing accuracy, fluency, control and expression</li> <li>To know that music is used for a variety of purposes</li> <li>To know how to use dynamics in singing</li> <li>To know the importance of listening to each other when singing and performing</li> </ul>	
You're Not Invited Skills Development - Dynamics To use listening skills to identify and distinguish between a wider range of dynamics To create sounds with a range of dynamics, with accuracy Pupils will explore old Norse Battle mottos and devise their own. Then, they will look at other battle chants such as the Haka, perform and add a beat using appropriate instruments. They will compose a soundscape to depict a battle scene. Concepts NC - Improvise and compose music for a range of purposes using the inter-related dimensions of music To know that music is used for different purposes, including keeping spirits up in battle To understand how pitch and dynamics have an impact on the overall effect of a piece of music To know the impact that tempo and beat have on a piece of music To know about the origins of the Haka and its meaning		





	Key Vocabulary				
	Navigators 1 / Y5		Navigators 2 / Y6		
Mission Control		A World of Bright Ideas			
structure	strong and weak	timbre	woodwind		
texture	beats	guitar	string		
dynamic	musicals	flute	creative process		
pitch - notation	pitch - notation		musical evolution		
cyclic rhythms		sitar			
melodic patterns		oud			

Key Vocabulary			
Navigators 1 / Y5	Navigators 2 / Y6		
Come Fly With Me! America	"I Have A Dream"		
tempo lyric	tempo melodic ostinato		
dynamic	dynamic rhythmic ostinato		
pitch	pitch genre		
national anthems	folk music		
musical patriotism	slave songs		
verse	notes		





	Key Vocabulary				
Navigators 1 / Y5		Navigators 2 / Y6			
You're Not Invited		Global Warning			
texture	battle motto	pitch	compose		
timbre	chant	texture	rehearse		
tempo	rhythmic ostinato	timbre	record		
structure	Haka	structure	perform		
duration	call and response	solo			
dynamics	accelerando	duet			
	Key Vocabulary				
Navigators 1 / Y5		Navigators 2 / Y6			
	You're Not Invited	Wars of the World			
texture	battle motto	tempo	Christmas song		
timbre	chant	dynamic			
tempo	rhythmic ostinato	structure			
structure	Haka	morale			
duration	call and response	solo parts			
dynamics	accelerando	choral singing			



End Goals Explorers / EYFS

Our aim in teaching music in Explorers is to enable pupils to begin to develop an understanding of, and enjoyment in, musical expression. They should be able to listen attentively and demonstrate an ability to respond simply to music they have heard (including pieces reflective of their own heritage(s)), expressing their thoughts and feelings. By the end of the phase, they should be able to sing a range of simple songs and join in with singing games, with an awareness of tempo and dynamics. They should know the names of and know how to play some basic tuned and untuned percussion instruments. Pupils should also be aware of how symbols can be used to represent sounds in music.

#### Pathfinders / KS1

Our aim in teaching music in Pathfinders is to expand their musical repertoire and expose them to wider forms of musical expression. Pupils should have developed their range of singing skills in relation to pitch, diction, and posture. They should also be using more technical vocabulary in the correct musical contexts. They should be able to use graphic scoring techniques to notate and should have a secure knowledge and understanding of the elements of beat, rhythm and pitch and be able to demonstrate this. They should also know the names of an increasing range of instruments and how they are to be played.

#### Adventurers / LKS2

Our aim in teaching music in Adventurers is to develop pupils' appreciation of how the musical elements combine in the construction of music, to realise an expressive intention. They should be developing their own musical tastes and be able to give reasons for their personal preferences. They should know about different instrument families and ensemble groupings and be able to play a range of instruments with increasing accuracy and fluency. They should also be confident to try playing by ear, showing an increased aural memory. Pupils should know about a range of musical styles and their origins and have developed singing techniques that include a focus on breathing and phrasing.

#### Navigators / UKS2

Our aim in teaching music in Navigators is to increase their confidence in improvisation, with a clear awareness of form and structure. Pupils should have a deeper understanding of how the musical elements combine when constructing pieces to create a desired effect or intent. They should have experience of singing across a range of styles, such as rounds, two parts and call and response. Their use of technical vocabulary should include more advanced terms, such as ltalian musical directions that indicate how a piece should be played, and they should be able to compare musical forms and structures using appropriate musical vocabulary. They should also have an understanding of how music is used for different purposes within different cultures. The historical aspect of musical, including the development and evolution of instruments over time, should be an area they are increasingly aware of.

