Progression of Skills – Music

	National Curriculum Aims				
	The national curriculum for music aims to ensure that all pupils: -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 -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				
A Infant and Nura					
a season of the					
	excellence				
	-understand and explore how music is created, produced and communicated, including through the inter-related				
Man Him	dimensions: pitch, duration, dynamics, tempo, timbre, texture, structure and appropriate musical notations.				
	Curriculum Enhancements				
	Global week (Summer 1), Singing assemblies, Class shows/performances, Karaoke Club, Choir, Key Strings, Music for				
	Assemblies (Ten Pieces), 1-minute Music				
Skill	EYFS	Year 1	Year 2		
<u>Singing</u> Use voices expressively	 Explore high and low using voices and sounds of characters in the song/s. To sing along with a prerecorded song and add actions. To sing along with the backing track. 	 Learn about voices, singing notes of different pitches (high and low) Learn that they can make different types of sounds with their voices- you can rap or say words in rhythm Learn to start and stop singing when following a leader 	 Learn about voices singing notes of different pitches (high and low)- progressively more challenging songs. Learn to find a comfortable singing position. Learn to start and stop singing when following a leader. 		
<u>Playing</u> Play tuned and un-tuned instruments	 Explore the sound that different objects can make eg banging a saucepan with a spoon. Explore different musical instruments. 	 Treat instruments carefully and with respect. Play a tuned instrumental part with the song they perform. Learn to play an instrument part that matches their musical challenge, using one of the differentiated parts (a one-note part, simple part, medium part) Listen to and follow musical instruction from a leader. 	 As Y1 except children can play the part in time with a steady pulse. 		

Performing Rehearse and perform with others	 Perform any of the nursery rhymes by singing and adding actions or dance. Perform any nursery rhymes or songs adding a simple instrumental part. Record the performance to talk about. 	 Choose a song they have learnt and perform it to an audience. Add own ideas to the performance. Record the performance and say how they were feeling about it. 	 Choose a song they have learnt and perform it to an audience. Add own ideas to the performance. Record the performance and say how they were feeling about it.
<u>Composing</u> Create musical patterns Explore, choose and organise sounds and musical ideas.	 To explore different sounds (link with phonics) Copy basic rhythm patterns of single words, building to short phrases from the song/s. Invent a pattern using a one-pitched note, keep the pulse throughout with a single note and begin to create simple 2-note patterns to accompany the song. 	 Help to create a simple melody using one, two or three notes. To recognise and explore how sounds can be organised To identify and organise sounds using simple criteria e.g. high and low pitch, fast and slow tempo. 	 Help create three simple melodies with the Units using one, three or five different notes. To begin to explore and make different sound sequences (high and low pitch, loud and quiet dynamics, fast and slow tempo and the quality of the sound-smooth, crisp, scratchy, rattling, tinkling etc. timbre.
<u>Notation</u>	 To begin to understand that notes can be represented with shapes and marks. 	 Learn how the notes of the composition can be written down and changed if necessary. To begin to represent sounds with graphic notation, explore and invent own symbols. To begin to understand dot notation. 	 Learn how the notes of the composition can be written down or changed if necessary. Use graphic symbols, dot notation and stick notation, as appropriate to keep a record of composed pieces.
Listening To listen with concentration and recall sounds within increasing aural memory.	 To learn that music can touch your feelings. To enjoy moving to music by dancing, marching, being animals or popstars. To listen to a range of different music with different moods and dynamics 	 To learn how they can enjoy moving to music by dancing, marching, being animals or pop stars. 	 To learn how they can enjoy moving to music by dancing, marching, being animals or popstars.

Appraise Explore and express ideas and feelings about music	 To talk about how music makes you feel or want to move. E.g. it makes me want to jump/sleep/shout etc. 	 To say how a piece of music makes you feel or want to move. To recognise repeated patterns. To begin to understand that musical elements can be used to create different moods and effects (pitch, tempo, dynamics). To name some of the musical instruments they see or hear. 	 To respond to different moods in music and explain thinking about changes in sound. To learn how songs can tell a story or describe an idea. To understand how musical elements, create different moods and effects (pitch, tempo, dynamics and timbre). To name a range of musical instruments they see or hear. To describe the effect of changes in pitch, tempo, dynamics.
<u>Review</u> To make improvements to my own work	 To think about how they can change sounds to make something louder, softer, higher or lower 	 To think about and make simple suggestions about what could make their own work better. E.g: play faster or louder. Learn how the notes in the composition can be written down and changed if necessary. 	 To identify what improvements could be made to own work and make these changes, including altering use of voice, playing of and choice of instruments. Learn how the notes in the composition can be written down and changed if necessary.
<u>Vocabulary</u>	Sound, high, low, loud, soft, fast, slow Pulse (beat) Listen, play, compose, improvise, perform, lyrics, instruments Genres : Nursery Rhymes	Pulse (beat), rhythm, pitch (high and low) Improvise, compose, listen, appraise play, perform, improvise, lyrics, melody, notation, chorus, verse Instruments: percussion, woodwind, string, brass Genres: Hip-Hop, Raggae, Blues, Pop,	Pulse (beat), rhythm, pitch (high and low), <u>tempo (fast and slow), dynamics</u> <u>(loud and soft)</u> Improvise, compose, listen, appraise play, perform, improvise, lyrics, melody, notation, chorus, verse Instruments: percussion, woodwind, string, brass
		Classical	Genres: Afropop, Rap, Rock, Reggae, Pop, Classical

Pulse – the regular heartbeat of the music; its steady beat.

Rhythm – long and short sounds or patterns that happen over the pulse.

Pitch – high and low sounds.

Tempo – the speed of the music; fast or slow or in-between.

Dynamics – how loud or quiet the music is.

Timbre – all instruments, including voices, have a certain sound quality e.g. the trumpet has a very different sound quality to the violin.

Texture – layers of sound. Layers of sound working together make music very interesting to listen to.

Structure – every piece of music has a structure e.g. an introduction, verse and chorus ending.

Notation – the link between sound and symbol.