

Year 1 Music Autumn 1 Pulse and rhythm (All about me)

Previous learning

Exploring sound

Clap the rhythm of their name.

Clap in time to music.

Sing the overall shape of a melody.

Play in time to music. Copy and create rhythms based on word patterns.

Play on the pulse.

In this unit the children will learn to:

Clap the rhythm of their name.

Clap in time to music.

Sing the overall shape of a melody.

Play in time to music.

Copy and create rhythms based on word patterns.

Play on the pulse.

Substantive Knowledge in Music		Disciplinary knowledge in Music
To know that rhythm means a pattern of long and short notes.		Recognising and understanding the difference between pulse and rhythm.
To know that pulse is the regular through music.	beat that goes	Describing the character, mood, or 'story' of music they listen to (verbally or through movement)
To understand that the pulse of music can get faster or slower.		Listening to and repeating short, simple rhythmic patterns.
To know that a piece of music can have more than one section, eg a verse and a chorus.		Listening and responding to other performers by playing as part of a group.
		Combining instrumental and vocal sounds within a given structure.
		Using their voices expressively to speak and chant.
		Singing short songs from memory, maintaining the overall shape of the melody and keeping in time.
		Copying back short rhythmic and melodic phrases on percussion instruments.
		Performing from graphic notation.
Lesson 1	Pulse and rhythr	n: My favourite things
	To use m	ny voice and hands to make music.

Lesson 2	Pulse and rhythm: You've got a friend
	To clap and play in time to music
Lesson 3	Pulse and rhythm: Dance, dance
	To play simple rhythms on an instrument
Lesson 4	Pulse and rhythm: Happy
	To listen to and repeat rhythmic patterns
Lesson 5	Pulse and rhythm: Practise makes perfect
	To understand the difference between pulse and rhythm
Vocabulary	
Rhythm, pulse	

Year 1
Music
Autumn 2
Musical vocabulary (Under the sea)

Previous learning

Tempo

Demonstrate slow and fast with their bodies and voices.

Demonstrate slow and fast beats while saying a rhyme and using an instrument.

Perform a song using a singing voice.

Perform with an instrument.

Observe others and move, speak, sing and play appropriately.

Sing in time from memory, with some accuracy.

Keep a steady pulse.

Move, speak, sing and play demonstrating slow and fast beats.

In this unit the children will learn to:

Make movements that are appropriate to the pulse and tempo of a piece of music.

Choose instruments with appropriate timbre to represent sparkling fishes.

Respond to dynamic changes in a piece of music.

Create pitches and rhythms.

Perform a layer of the music within an overall piece.

Define all the musical terms from this unit.

Substantive Knowledge in Music	Disciplinary knowledge in Music

Recognising and understanding the difference To understand that pitch means how high or low a between pulse and rhythm. note sounds. Understanding that different types of sounds are To know that 'timbre' means the quality of a called timbres. sound; eg that different instruments would sound Recognising basic tempo, dynamic and pitch changes different playing a note of the same pitch. To know that music has layers called 'texture'. Describing the character, mood, or 'story' of music they listen to (verbally or through movement) Describing the differences between two pieces of music. Listening to and repeating short, simple rhythmic patterns. Listening and responding to other performers by playing as part of a group. Selecting and creating short sequences of sound with voices or instruments to represent a given idea or character. Combining instrumental and vocal sounds within a given structure. Creating simple melodies using a few notes. Choosing dynamics, tempo and timbre for a piece of music. Using their voices expressively to speak and chant. Singing short songs from memory, maintaining the overall shape of the melody and keeping in time. Lesson 1 Pulse and tempo: Dive into danger To learn the musical vocabulary pulse and tempo Lesson 2 Dynamics and timbre: Underwater world To explain what dynamics and timbre are Pitch and rhythm: Underwater world Lesson 3 To explain what pitch and rhythm are Lesson 4 Texture and structure: Coral reef

To explain what texture and structure are

Lesson 5	Musical vocabulary
	 To understand the meaning of key musical vocabulary: pulse, tempo, dynamics, timbre, pitch, rhythm, texture and structure.
Vocabulary	

Pulse, dynamics, tempo, celeste, timbre, pitch, rhythm, structure, texture, graphic, score

Year 1 Music Spring 1

Timbre and rhythmic patterns (Fairytales)

Previous learning

Musical vocabulary (Theme: Under the sea)

Make movements that are appropriate to the pulse and tempo of a piece of music.

Choose instruments with appropriate timbre to represent sparkling fishes.

Respond to dynamic changes in a piece of music.

Create pitches and rhythms.

Perform a layer of the music within an overall piece.

Define all the musical terms from this unit.

In this unit the children will learn to:

Chant the well-known phrase, "I'll huff..."

Make changes to their voices to represent a character.

Choose a suitable sound to represent a specific point in a story.

Play a rhythmic pattern along with their spoken words.

Identify and hold up the correct sign to correspond to some music.

Play/chant along with the elements of a story with prompting from the teacher.

Substantive Knowledge in Music	Disciplinary knowledge in Music
To know that an instrument or rhythm pattern can represent a character in a story.	Recognising and understanding the difference between pulse and rhythm.
To know that my voice can create different timbres to help tell a story.	Understanding that different types of sounds are called timbres.
To know that Sergei Prokofiev wrote 'Peter and the Wolf for children in 1936.	Recognising basic tempo, dynamic and pitch changes
recei and the worf for emiliaren in 1930.	Describing the character, mood, or 'story' of music they listen to (verbally or through movement)
	Describing the differences between two pieces of music.
	Listening to and repeating short, simple rhythmic patterns.
	Listening to and repeating short, simple rhythmic patterns.

		
	Listening and responding to other performers by playing as part of a group. Combining instrumental and vocal sounds within a given structure.	
	Creating simple melodies using a few notes.	
	Choosing dynamics, tempo and timbre for a piece of music.	
	Using their voices expressively to speak and chant.	
Lesson 1	Timbre and rhythmic patterns: Character voices	
	To use voices expressively to speak and chant	
Lesson 2	Timbre and rhythmic patterns: Starting with instruments	
	To select suitable instrumental sounds to represent a character	
Lesson 3	Timbre and rhythmic patterns: Rhythms	
	To compose and play a rhythm	
Lesson 4	Timbre and rhythmic patterns: Responding to music	
	 To recognise how timbre is used to represent characters in a piece of music. 	
Lesson 5	Timbre and rhythmic patterns: Keeping pulse	
	To keep the pulse using untuned instruments.	
Vocabulary		
Timbre, pulse, rhythm	, syllables, strings, timpani, oboe, clarinet, bassoon, french horn, flute	

Year 1 Music Spring 2 Pitch and tempo (Superheroes)	
Previous learning	
Music and movement Devise simple actions to well-known songs Learn how to move to a beat	

Express feelings and emotions through movement to music.

In this unit the children will learn to:

Explain what pitch means.

Identify whether a note is higher or lower.

Create a pattern using two pitches, then play or sing it.

Explain what tempo means.

Identify simple tempo changes in music.

Perform a pattern that gradually gets faster (accelerando).

Contribute to a group composition and performance by creating, selecting, combining and performing sounds.

Suggest improvements to their work.

Substantive Knowledge in Music		Disciplinary knowledge in Music
To understand that tempo can be represent mood or help tell a story. To understand that 'tuned' instrur than one pitch of notes. To know that following a leader whelps everyone play together accurately.	nents play more vhen we perform	Recognising basic tempo, dynamic and pitch changes Describing the character, mood, or 'story' of music they listen to (verbally or through movement) Describing the differences between two pieces of music. Expressing a basic opinion about music (like/dislike) Listening and responding to other performers by playing as part of a group. Selecting and creating short sequences of sound with voices or instruments to represent a given idea or character. Creating simple melodies using a few notes. Choosing dynamics, tempo and timbre for a piece of music. Using their voices expressively to speak and chant. Maintaining the pulse (playing on the beat) using hands, and tuned and untuned Instruments. Copying back short rhythmic and melodic phrases on percussion instruments.
Lesson 1	Pitch and tempo: To unde	: High flyers rstand the concept of pitch
Lesson 2	Pitch and tempo: Pitch patterns	
	• To creat	e a pattern using two pitches
Lesson 3	Pitch and tempo	: Faster than a speeding bullet

	To understand the concept of tempo	
Lesson 4	Pitch and tempo:Superhero theme tune	
	To create a superhero theme tune	
Lesson 5	Pitch and tempo: Final performance	
	To perform confidently as part of a group	
Vocabularu		

Vocabulary

Accelerando, high pitched, low pitch, perform, performance, pitch, pitch, pattern, tempo

Year 1 Music

Summer 1

Classical music, dynamics and tempo (Animals)

Previous learning

Classic music, dynamics and tempo

Observe others and try to play appropriately.

Sing in time from memory, with some accuracy.

Play either a call and/or a response role in time with another pupil.

Keep a steady pulse. Improvise, using their instrument, to a given stimulus.

In this unit the children will learn to:

Observe others and try to play appropriately.

Sing in time from memory, with some accuracy.

Play either a call and/or a response role in time with another pupil.

Keep a steady pulse.

Improvise, using their instrument, to a given stimulus.

Substantive Knowledge in Music	Disciplinary knowledge in Music
To understand that sounds can be adapted to change their mood, eg through dynamics or tempo. To know that sounds can help tell a story. To know that tempo is the speed of the music. To know that dynamics means how loud or soft a sound is.	Recognising basic tempo, dynamic and pitch changes Describing the character, mood, or 'story' of music they listen to (verbally or through movement) Describing the differences between two pieces of music. Expressing a basic opinion about music (like/dislike) Listening to and repeating short, simple rhythmic patterns.
	Listening and responding to other performers by playing as part of a group.

	Creating a simple graphic score to represent a composition. Singing short songs from memory, maintaining the overall shape of the melody and keeping in time. Maintaining the pulse (playing on the beat) using hands, and tuned and untuned Instruments. Copying back short rhythmic and melodic phrases on percussion instruments. Responding to simple musical instructions such as tempo and dynamic changes as part of a class performance.	
	Performing from graphic notation.	
Lesson 1	Classical music, dynamics and tempo: Percussive animals	
	 To use percussion and my body expressively in response to music 	
Lesson 2	Classical music, dynamics and tempo: Singing animals	
	To sing a song in sections	
Lesson 3	Classical music, dynamics and tempo: Performing animals	
	• To perform a song	
Lesson 4	Classical music, dynamics and tempo: Composing animals	
	To use instruments to create different sounds	
Lesson 5	Classical music, dynamics and tempo: The story of the lion	
	 To use instruments to create different sounds To create and choose sounds 	
Vocabulary		
Fast, slow, quiet, dynar	nics, tempo, musical composition	

Year 1 Music Summer 2 Vocal and body sounds (By the sea)

Previous learning

Classic music, dynamics and tempo

Observe others and try to play appropriately.

Sing in time from memory, with some accuracy.

Play either a call and/or a response role in time with another pupil.

Keep a steady pulse. Improvise, using their instrument, to a given stimulus.

In this unit the children will learn to:

Create movements that match the music, explaining why they are moving in that way.

Identify descriptive sounds within the music.

Recreate and then adapt descriptive sounds heard using their voice or body.

Make appropriate instrument choices to represent a descriptive sound.

Control instruments and voices to make both quiet and loud sounds.

Follow simple instructions during a group performance.

Create their own graphic score and play from it.

Make more than one sound on their instrument and with their voice.

Substantive Knowledge in Music		Disciplinary knowledge in Music
To know that dynamics can change how someone listening feels about music.		Understanding that different types of sounds are called timbres.
To know that your voice can be used as a musical instrument. To know that body percussion means making sounds with your body not your voice, eg clapping or slapping knees. To understand that music can be represented by pictures or symbols.		Recognising basic tempo, dynamic and pitch changes Describing the character, mood, or 'story' of music they listen to (verbally or through movement) Describing the differences between two pieces of music. Expressing a basic opinion about music (like/dislike) Listening and responding to other performers by playing as part of a group. Combining instrumental and vocal sounds within a given structure. Performing from graphic notation.
Lesson 1	The sea: Vocal an	d body sounds
	• To unde environi	rstand that music can be used to represent an ment
Lesson 2 Vocal and body sounds: Embody		sounds: Embodying the sea
	To understand how music can represent changes in an environment	
Lesson 3	Vocal body sounds: Musical treasure hunt	
	To select instruments to match seaside sounds	
Lesson 4	Vocal and body sounds: seaside story	

	To recognise and use dynamics and tempo	
Lesson 5	Vocal and body sounds: Seaside soundscape	
	To write music down and perform from a graphic score	
Vocabulary		
Body, percussion, dynamics, graphic score, instruments, pitch, seaside sounds, tempo, timbre		