# Hunslet Moor Primary School – Music LTP 2024-25

Music   Music   Music   Music   Spring   Spring   Spring   Spring   Summer   Summe							Primary
We currently use Arthorns to deliver our music sessions in action. They teach a 90-minute session to KS1 and KS2. The Early Years explore musical instruments, developed in provision fines, as well as in short music sessions throughout the week. We use Sing Up to support our Music Curriculum, choir and Missical citos of the school.  Majura/Week singup nerg! We size in contact with Cockburn High School who deliver a live musical performance to all children in the Spring Term.  EVEX  Very 22-50 Months To perform  Vocations in a free-flowing way within their play, e.g. whilst pointing or playing with clay. Sings and clams, with and to others.  Sings and clams, with and to others.  Play with familiar songs, other pointing together pars of different wangs. Sings to and with toys, prop, resources. Sings to and with toys, prop, with a roal cense of structure, e.g. a beginning and on and. Consolina sing an entire song, often with a roal cense of structure, e.g. a beginning and on and. Consolina sing an entire song, often with a roal cense of structure, e.g. a beginning and on and. Consolina sing an entire song, often with a roal cense of structure, e.g. a beginning and on and. Consolina sing an entire song, often with a roal cense of structure, e.g. a beginning and on and. Consolina sing an entire song, often with a roal cense of structure, e.g. a beginning and on and. Consolina sing an entire song, often with a roal cense of structure, e.g. a beginning an	Year group	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
We currently use Art forms to deliver our music seasons in shoot of they stock a 30-minute season to KS1 and KS2. The Farly Years experience musical instruments, developed in provision time, as well as in short music seasons throughout the week. We use sing Ly to support our Music Curriculum. Choir and Musical cibus of the school.  Hand Wears in contact with Crokburn High School who deliver a live musical performance to all children in the Spring Term.  EXIS  Nurscy 22-50 Months To perform  Vocation in a free flowing way within their play, ey whilst paining or playing with clay. Sings and chans with and to uthers.  Sings and chans with and to others.  Plays with firmiliar songs, often picking together parts of different songs.  Sings on and with toys, props, recourses.  Sings to and with toys, props, recourses.  Sings to and with toys, props, recourses.  Sings in their dramatic or lept key, gainging phrases such as "dunner's ready" or "let's go".  Reyests phrases of songs.  May sign enter to songs, often with a real cense of structure, eg a beginning and an end.  Crostina sing an retire ones; usepec, could be unserey thymas, pap songs, songs from TV programmes, songs from home.  Megoe elements of familiar ancase with improvised singing.  Creates sounds in vocal sound games.  Creates sounds in vocal sou							
We currently use Artiforms to deliver our music sessions in action. They teach a 30-minute session to ISS1 and ISS2 The Fairly Years explice musical instruments, developed in provision irons, as well as in short music sessions throughout the week.  We use Sing Up to support our Music Curriculum, choir and Musical erbos of the school.  Huggidways, singup parag?  We are in contact with Cockburn High School who deliver a live musical performance to all children in the Spring Term.  Vocations in a fees flowing way within their play, eg whilst printing or playing with day. Singup and chants with and to others.  Singup and chants with and to others.  Plays with finalities ongs, often pointing together parts of different songs.  Plays with finalities ongs, often pointing together parts of different songs.  Singup to and with toys, props, resources.  Singup to an extra songs, often with a read enter of structure, eg a beginning and an end.  Care often singup a retire songs, onthe with a read enter of structure, eg a beginning and an end.  Care often singup a retire songs, onthe with a read enter of structure, eg a beginning and an end.  Care often singup a retire songs, onthe with a read enter of structure, eg a beginning and an end.  Care often singup a retire songs, onthe with a read enter of structure, eg a beginning and an end.  Care often singup a retire songs, onthe with a read enter of structure, eg a beginning and an end.  Care often singup a retire songs, onthe with a read enter of structure, eg a beginning and an end.  Care often singup a retire songs, onthe with a read enter of structure, eg a beginning and an end.  Ca							
The Farly Years explore mucical instruments, developed in provision time, as well as in short music sessions throughout the week.  We use Sing Ly to support our Music Curriculum, obtain and Musical ethnos of the school.  Hutps://www.singup.urg/  We are in contacts with Cockburn High School who deliver a live musical performance to all children in the Spring Term.  Nursery 22-50 Months  To perform  Vucalises in a free flowing way within their play, ey whilst printing or playing with clay.  Sings and chains with and to others.  Reproduces, songs in individual ways.  Reproduces, songs in individual ways.  Reproduces, songs in individual ways.  Reproduces songs often pricing together parts of different songs.  Sings in their domains role play, eg singing phroses such as "dinner's rendy" or "let's go".  Regress phrases of songs.  May sing an entire song.  Creates hist of her own songs, other with a real sense of structure, eg a beginning and an end.  Con often sing an entire song; songs social be minery thymes, pop songs, songs from I'v programmes, songs from home.  Merges elements of strumines ways and the sing and of listen to.  Merges elements of strumines ways and the sing and song sing and song sings sings and song sings and song sings sings sings and song sings sin		Music					
The Farly Years explore musical instruments, developed in provision time, as well as in short music sessions throughout the week.  We use Sing Up to support our Music Curriculum, todic and Musical educes of the school.  https://www.snapp.org/  We are incrusted with Cockburn High School who deliver a live musical performance to all children in the Spring Term.  NUSSETY 22-50 Months  To perform  Vocalities in a free flowing way within their play, e.g. whilst painting or playing with clay.  Sings and charts with and to others.  Reproduces vorge in individual ways.  Plays with familiar steps, other pering together parts of different songs.  Sings in their demants role play, e.g. singing planes souch as "dinner's ready" or "let's go".  Reproduces vorge in individual ways.  Sings in their demants role play, e.g. singing planese souch as "dinner's ready" or "let's go".  Reports planess or song.  May sing an entire song.  Creates his or her own songs, other with a real sense of structure, e.g. a beginning and an end.  Con other sing an entire song.  Creates his or her own songs, other with a real sense of structure, e.g. a beginning and an end.  Con other sing an entire song songs could be unerry rhymes, pop songs, songs from I'v programmes, songs from home.  Merges elements of framiliar songs with improvised singing.  Creates sonaths in vocal souring dismer.  Creates sounds in vocal souring dismers.  Last strong references for songs he or she likes to sing and or listen to.  To compose  Creates sounds in weal souring singual struments, e.g. as upin by holding the guto in one hand and scraping it using the orther hand with a beater.  Adds sound effects to stories using instruments, e.g. as upin by holding the guto in one hand and scraping it using the orther hand with a beater.  Adds sound effects to stories using instruments, gut a guitor by holding the guto in one hand and scraping it using the orther hand with a beater with the other.  Listens and responds to others in pulsarmanents, gut a guitor by holding the gut			ns to deliver our music sessions in so	chool. They teach a 30-minute session	on to KS1 and KS2.		
We use of content with Cockborn High School who deliver a live musical performance to all children in the Spring Term.  We are in content with Cockborn High School who deliver a live musical performance to all children in the Spring Term.  Vacalises in a free flowing way within their play, eg whilst painting or playing with clay.  Sings and chants with and to others.  Reproduces congo; in individual ways.  Plays with familiar songs, other pixting together ports of different songs.  Sings to and with toy, props, recourses.  Sings to all with toy, props, recourses.  Sings to all with toy, props, recourses.  Sings to all with toy, props, recourses.  Sings to their diarrates role play, eg enging phrases such as "dinnor's ready" or "ite's go".  Why sing an artist way.  Creates his or ther own songs, often with a real sense of structure, eg a beginning and an end.  Can often sing an entare song; songs could be misrey rhytimes, pop songs, songs from IV programmes, songs from home.  Merges clements of familiar songs with improved singing.  Creates shie or the roves songs, often with a real sense of structure, eg a beginning and an end.  Can often sing an entare song; songs could be misrey rhytimes, pop songs, songs from IV programmes, songs from home.  Merges clements of familiar songs with improved singing.  Creates sonds in vocal sound games.  Changes some or all of the words of a song.  His strong preferences for songs be used like to sing and/or listen to.  To compose.  Changes some or all of the words of a song.  His strong preferences for songs be used like to sing and/or listen to.  To compose.  Shows control in holding and playing instruments, eg volume (dynamics), speed (tempo), character of sounds such as tapping a tumbourine/shaking a tumbourine/thinking a tumbourine/shaking a tumbourine/thinking a tumbourine/thinking a tumbourine/shaking a tumbourine/thinking a tumbourine/shaking a		•		•			
Nursery 22-50 Months		-					
FYS Nurscy 22-50 Months To perform Vocations in a free-flowing way within their play, eg whilst painting or playing with clay. Sings and chants with and to others. Reproduces ongs in individual ways. Plays with familiar songs, often picting together parts of different songs. Sings and advis lives, props, recording to the playing song the property of the playing with clay. Sings to and with lows, props, recording to the playing song the playing the property of the playing with familiar songs, often picting together parts of different songs. Sings to and with lows, props, recording the playing song the playing the playing of "let's go". Repeats platease of engs. Sings to and with lows, props, recording the playing song the playing and an end. Can often sing uncertise songs; songs could be married props songs, songs from TV programmes, songs from home.  Merges elements of familiar songs with improvised singing. Creates sounds in words sound games. Changes some or all of the words of a song. Has strong preference for songs, bor or she likes to sing and/or listen to. To compose. Creates one of a minist making. Creates sounds who says of playing struments, eg volume (dynamics), speed (tempo), character of sounds such as tapping a tembourine/shaking a tambourine (timbre). Shows control in holding and playing instruments, eg use a guiro by holding the guiro in one hand and scraping it using the other hand with a beater. Adds sound effects to stores using instruments. Leads or is led by other children in their masic making, is being a conductor. Listens and responsible to thers in pair/group masic making. Operate equipment such as CD players, MTS players, handheld devices, keyboards. Plays instruments with courted to pair/group masic making. Operate equipment such as CD players, MTS players, handheld devices, keyboards. Plays instruments with courted to pair/group masic making. Developing skills to follow and create Music Repetition Repetition of the struments of props and streamers, pain and make marks. Located or is l							
Nursery 22-50 Months To perform  Vocalises in a fire flowing way within their play, eg whilst painting or playing with clay.  Vocalises in a fire flowing way within their play, eg whilst painting or playing with clay.  Paper with familiar songs, often pineint pagether parts of different songs.  Plays with familiar songs, often pineint pagether parts of different songs.  Sings to and with troys, props, resources.  Sings in their direaties rough play, eg singing phrases such as "diamer's ready" or "leaf's go",  Repeats phrases of songs,  All yang an critic song.  All yang an critic song.  Creates the or her own songs, often with a real sense of structure, eg a beginning and an end.  Can often sing an entrie song, songs could be runsery thymes, pop songs, songs from IV programmes, songs from home.  Merges chements of familiar songs with improvised singing.  Creates who related the songs of the songs of the songs of the singing of the songs of			ockburn High School who deliver a l	ive musical performance to all child	Iren in the Spring Term		
To perform  To perform a free-flowing way within their play, eg whilst painting or playing with clay.  Sings and chants with and to others.  Reproduces sogs in individual ways.  Plays with familiar sings, often pecing together pairs of different songs.  Sings in their dramatic role play, eg singing phrases such as "dinner's ready" or "let's go".  Repeats phrases of songs.  May sing an entire song, often with a real sense of structure, eg a beginning and an end.  Can often sing an entire song; songs could be nursery rhymes, pop songs, songs from I'V programmes, songs from home.  Merges elements of familiar songs with improvised singing.  Creates sho for her own songs, aften with a real sense of structure, eg a beginning and an end.  Can often sing an entire song; songs could be nursery rhymes, pop songs, songs from I'V programmes, songs from home.  Merges elements of familiar songs with improvised singing.  Creates sounds in words sound games.  Changes some or all of the words of at song.  Has strong preferences for songs, he or she likes to sing and/or listen to.  To concesses  Changes some or all of the words of at song.  Experiments with ways or phyring instruments, eg volume (dynamics), speed (tempo), character of sounds such as tapping a tambourine/shaking a tambourine (timbre).  Shows control in bodding and phyring instruments, age use a guiror by holding the guiror in one hand and scraping it using the other hand with a heater.  Adds sound effects to stories using instruments.  Leads or is led by other children in their music making,  Operates equipment such as CD players, MPA players, handheld devices, keyboards.  Plays instruments with control to play loud quict, (dynamics), fast-claw (tempo).  Shows control to hold and play instruments to produce a musical sound, eg holding a triangle in the air by the string with one hand and playing à with a beater with the other.  To transcribe  North Comments with control to play loud quict, (dynamics), fast-claw (tempo).  Shows control to hold and play instruments	EVES		rekoum mgn senoor who denver u	ive musical performance to an emic	nen in the Spring Term.		
Vocalises in a free-flowing way within their play, eg whist pointing or playing with clay.  Sings and chans with and to others.  Reproduces songs in individual ways.  Plays with familiar songs, often pecing together parts of different songs.  Sings to and with toys, props, resources.  Sings to not different and the control of the cont	LIIG	<b>▼</b>					
<ul> <li>Sings and chants with and to others.</li> <li>Reproduces songs in individual ways.</li> <li>Plays with familiar songs, often piecing together parts of different songs.</li> <li>Sings to and with tops, props, resources.</li> <li>Sings to in their durmatic role play, eg singing phrases such as "dinner's ready" or "let's go".</li> <li>Repeats phrases of songs.</li> <li>May sing an entire song.</li> <li>Creates his to the rown songs, often with a real sense of structure, eg a beginning and an end.</li> <li>Can often sing an entire song; songs could be musery rhymes, pop songs, songs from TV programmes, songs from home.</li> <li>Margues elements of familiar songs with improvesed singing.</li> <li>Creates wands in vacal sonad games.</li> <li>Creates word patients in mass making.</li> <li>Experiments with ways of playing instruments, go volume (dynamics), speed (tempo), character of sounds such as tapping a tumbourine/shaking a tumbourine (timbre).</li> <li>Shows control in holding and playing instruments.</li> <li>Shows control in holding and playing instruments.</li> <li>Adds sound effects to stories using instruments.</li> <li>Leads or is led by other children, e.g. use a guitor by holding the guitor in one hand and scraping it using the other hand with a heater.</li> <li>Adds sound effects to stories using instruments.</li> <li>Leads or is led by other children in their mass canadisc, is being a conductor.</li> <li>Listens and responds to others in pair/group massic making.</li> <li>Operates equipment such as CO players, MP3 players, handheld devices, keyboards.<!--</td--><td></td><td></td><td></td><td></td><td></td><td></td><td></td></li></ul>							
Plays with familiar songs, often piceing together parts of different songs.  Plays with familiar songs, often piceing together parts of different songs.  Sings to and with toys, props, resources.  Sings in their dramatic role play, eg singing phrases such as "dinner's ready" or "let's go".  Repeats phrases of songs.  May sing an entire song.  Creates his or her own songs, often with a real sense of structure, eg a beginning and an end.  Can often sing an entire song, songs could be mustery rhymes, pop songs, songs from I/V programmes, songs from home.  Merges elements of familiar songs with improvised singing.  Creates sounds in vocal sound games.  Changes some or all of the works of a song.  Has string preferences for songs he or she likes to sing and/or listen to.  To compose  Creates sown patterns in music making.  Experiments with ways of playing instruments, eg volume (lynamics), speed (tempo), character of sounds such as tapping a tambourine/shaking a tam				ainting or playing with clay.			
Plays with familiar songs, often piecing together parts of different songs.  Sings to and with toys, pops, resources. Sings to ind with toys, pops, resources. Sings in their durantic role play, og singing phrases such as "dinner's rendy" or "let's go". Repeats phrases of songs. May sing an entire song. Creates his or her own songs, often with a real sense of structure, og a beginning and an end. Can often sing an entire song; songs could be nursery rhymes, pop songs, songs from TV programmes, songs from home. Merges elements of familiar songs with improvised singing. Creates sounds in vocal sound games. Changes some or all of the words of a song. Has strong preferences for songs be or she likes to sing and/or listen to. To compose  Creates own patterns in music making. Experiments with ways of playing instruments, og volume (dynamics), speed (tempo), character of sounds such as tapping a tambourine/shaking a tambourine (timbre). Shows control in holding and playing instruments, og we a guiro by holding the guiro in one hand and scraping it using the other hand with a beater. Adds sound effects to stories using instruments. Leads or is led by other children in their music making, is being a conductor. Listens and responds to others, in partyroup music making, Operates equipment such as CD players, MP3 players, handheld devices, keyboards. Plays instruments with control to play loud cytic, chyamatics, flast-slow (tempo). Shows control to hold and play instruments to produce a musical sound, og holding a triangle in the air by the string with one hand and playing it with a beater with the other. To transcribe Start go Developing skills to follow and create Music Repaidion MITT Use large-music movements to wave flags and streamers, paint and make marks. Increasingly be able to use and remember sequences and patterns of movements which are related to music and rhythm. To Isten discuss and appraise music Describes marks, e.g. "scart music, angary music, happy music", Can identify specific sounds in the environment og							
Sings in their dramate role play, og singing phrases such as "dinner"s ready" or "ket's go". Repease phrases of songs. May sing an entire song. Creates shis or her own songs, often with a real sense of structure, eg a beginning and an end. Can often sing an entire song, songs could be nursery rhymes, pop songs, songs from TV programmes, songs from home. Merges elements of familiar songs with improvised singing. Creates sounds in vocal sound games. Changes some or all of the words of a song. Has strong perfetences for songs he or she likes to sing and/or listen to. To compose Creates sound in vocal sound games. Creates sound in boding and playing instruments, eg volume (dynamics), speed (tempo), character of sounds such as tapping a tambourine/shaking a tambourine (timbre). Shows control in holding and playing instruments, eg use a guito by holding the guiro in one hand and scraping it using the other hand with a beater. Adds sound effects to stories using instruments. Leads or is led by other children in their music making, ie being a conductor. Listones and responds to others in pair group music making. Operates capipment such as CD players, MPF players, handheld devices, keyboards. Plays instruments with current to I play loud ginger, (dynamics), final/slow (tempo). To transcribe Start go Developing skills to follow and create Music Repetition MIYT Use large-muscle movements to wave flags and streamers, paint and make marks. Increasingly be able to use and remember sequences and patterns of movements which are related to music and rhythm. To listen discuss and appraise music Describes massie, eg "seary music, angry music, happy music". Can identify specific sounds in the environment eg sounds of cars, running water. Can identify apacific and macha in instruments of popular and indicate that they understand it is a shaker. Many influences may encourage children to associate music with 'Types' of people and places, eg stereotypes such as rock music with bikers. They may feel pressure to like and dislike certai							
<ul> <li>Sings in their dramatic roke play, e.g. singling phrases such as "dinner's ready" or "let's go".</li> <li>Repeats phranes of songs.</li> <li>May sing an entire song.</li> <li>Creates his on her own songs, often with a real sense of structure, e.g. a beginning and an end.</li> <li>Can often sing an entire song; songs could be nursery thymes, pop songs, songs from TV programmes, songs from home.</li> <li>Merges clements of familiar songs with improvised singing.</li> <li>Creates sounds in vocal sound games.</li> <li>Changes some or all of the works of a song.</li> <li>Has strong preferences for songs he or she likes to sing and/or listen to.</li> <li>To compose</li> <li>Creates own patierns in music making.</li> <li>Experiments with ways of playing instruments, e.g. volume (dynamics), speed (tempo), character of sounds such as tapping a tambourine/shaking a tambourine (timbre).</li> <li>Shows control in holding and playing instruments, e.g. volume (dynamics), speed (tempo), character of sounds such as tapping a tambourine/shaking a tambourine (timbre).</li> <li>Shows control in holding and playing instruments, e.g. volume (dynamics), speed (tempo), character of sounds such as tapping a tambourine/shaking a tambourine (timbre).</li> <li>Shows control in holding and playing instruments, e.g. volume (dynamics), speed (tempo), character of sounds such as tapping a tambourine/shaking a tambourine (timbre).</li> <li>Listens and responds to other is pair/group music making.</li> <li>Leads or is led by other children in their music making, is being a conductor.</li> <li>Listens and responds to other is pair/group music making.</li> <li>Operates equipment such as CD players, MP3 players, handheld devices, keyboards.</li> <li>Plays instruments with control to play loud quiet, (dynamics), fast/slow (tempo).</li> <li>Shows control to hold and play instruments to produce a musical sound, e.g. holding a triangle in the air by the string with one hand and playing it with a beater with the other.</li> <li>To transcribe&lt;</li></ul>				erent songs.			
Repeats phrases of songs.  May sing an entire song.  Creates his or her own songs, often with a real sense of structure, eg a beginning and an end.  Can often sing an entire song songs could be narsery thymes, pop songs, songs from TV programmes, songs from home.  Mergea elements of familiar songs with improvised singing.  Creates sounds in vocal sound games.  Changes some or all of the words of a song.  Has strong preferences for songs he or she likes to sing and/or listen to.  To compose  Creates sown patterns in music making.  Experiments with ways of playing instruments, eg wellowe (dynamics), speed (tempo), character of sounds such as tapping a tambourine/shaking a tambourine (timbre).  Shows control in holding and playing instruments, eg we a guiro by holding the guiro in one hand and scraping it using the other hand with a beater.  Adds sound effects to stricts using instruments.  Leads or is led by other children in their music making.  Operates equipment such as CD players, Mirz players, handled devices, keyboards.  Plays instruments with control to play load quies, (dynamics), last/slow (tempo).  To transcribe  Start go  Developing skills to follow and create Music  Repetition  MTVT  Use large-muscle movements to wave flags and streamers, paint and make marks.  Increasingly be able to use and remember sequences and patients of movements which are related to music and rhythm.  To listen discuss and appraise music  Describes music, og "seary music, agary music, happy music".  Can identify specific sounds in the environment eg sounds of cars, running water.  Can identify specific sounds in the environment eg sounds of cars, running water.  Can identify aperific sounds in the environment eg sounds of cars, running water.  Can identify aperific sounds in the environment eg sounds of cars, running water.  Can identify aperific sounds in the environment eg sounds of cars, running water.  Can identify aperific sounds in the environment eg sounds of cars, running water.  Can identify aperific sounds in the env				1. 1 1 22 (21 (2 22			
<ul> <li>May sing an entire song.</li> <li>Creates his or her own songs, often with a real sense of structure, eg a beginning and an end.</li> <li>Can often sing an entire song; songs could be nursery rhymes, pop songs, songs from TV programmes, songs from home.</li> <li>Merges elements of familiars songs with improvised singing.</li> <li>Creates sounds in vocal sound games.</li> <li>Changes some or all of the words of a song.</li> <li>Has strong preferences for songs he or she likes to sing and/or listen to.</li> <li>To compose</li> <li>Creates own patterns in music making.</li> <li>Experiments with ways of playing instruments, eg use a guiro by holding the guiro in one hand and scraping it using the other hand with a beater.</li> <li>Adds sound effects to stories using instruments.</li> <li>Leads or is led by other children in their music making.</li> <li>Operates equipment such as CD Players, MPS players, handheld devices, keybourds.</li> <li>Plays instruments with control to play loud' quiet, (dynamics), fast/slow (tempo).</li> <li>Shows control to hold and play instruments to produce a musical sound, eg holding a triangle in the air by the string with one hand and playing it with a heater with the other.</li> <li>To transcribe</li> <li>Start go</li> <li>Developing skills to follow and create Music</li> <li>Repetition</li> <li>MITYT</li> <li>Use large-muscle movements to wave flags and streamers, paint and make marks.</li> <li>Increasingly be able to use and remember sequences and patterns of movements which are related to music and rhythm.</li> <li>To isten discuss and appraise music.</li> <li>Describes mosting of a streamers, paint and make marks.</li> <li>Can identify specific sounds in the environment eg sounds of cars, running water.</li> <li>Can identify specific sounds in the environment eg sounds of cars, running water.</li> <li>Can identify appeding sounds in the environment eg sounds of cars, running water.</li> <li>Can identify appeding the sounds of instrumental sound, eg hear a shaker and indic</li></ul>				dinner's ready" or "let's go".			
<ul> <li>Creates his or her own songs, often with a real sense of structure, eg a beginning and an end.</li> <li>Can often sing an entire song; songs condle be nursery drivers, opp songs, songs from TV programmes, songs from home.</li> <li>Merges elements of familiar songs with improvised singing.</li> <li>Creates sounds in words bound games.</li> <li>Changes some or all of the words of a song.</li> <li>Has strong preferences for songs he or she likes to sing and/or listen to.</li> <li>To compose</li> <li>Creates own patterns in music making.</li> <li>Experiments with ways of playing instruments, eg volume (dynamics), speed (tempo), character of sounds such as tapping a tambourine/shaking a tambourine (timbre).</li> <li>Shows control in holding and playing instruments, eg use a guiro by holding the guiro in one hand and scraping it using the other hand with a beater.</li> <li>Adds sond effects to stories using instruments.</li> <li>Leads or is led by other children in their music making, ie being a conductor.</li> <li>Listers and responds to other sin pair/group music making.</li> <li>Operates equipment such as CD players, MP3 players, handheld devices, keyboards.</li> <li>Plays instruments with control to play loud quiet, (dynamics), fast/slow (tempo).</li> <li>Shows control to hold and play instruments to produce a musical sound, eg holding a triangle in the air by the string with one hand and playing it with a beater with the other.</li> <li>To transcribe</li> <li>Start go</li> <li>Developing skills to follow and create Music</li> <li>Repetition</li> <li>MTYT</li> <li>Use large-muscle movements to wave flags and streamers, paint and make marks.</li> <li>Increasingly be able to use and remember sequences and patterns of movements which are related to music and rhythm.</li> <li>To listen discuss and appraise music</li> <li>Describes music, eg "scary music, angry music, happy music"</li> <li>Can identify specific sounds in the environment eg sounds of cars, running water.</li> <li>Can identify specific sounds i</li></ul>							
<ul> <li>Can often sing an entire song; songs could be nursery dymes, pop songs, songs from TV programmes, songs from home.</li> <li>Merges elements of familiar songs with improvised singing.</li> <li>Creates sounds in vocal sound games.</li> <li>Changes some or all of the words of a song.</li> <li>Has strong preferences for songs he or she likes to sing and/or listen to.</li> <li>To compose</li> <li>Creates own patterns in music making.</li> <li>Experiments with ways of playing instruments, eg volume (dynamics), speed (tempo), character of sounds such as tapping a tambourine/shaking a tambourine (timbre).</li> <li>Shows control in hoding and playing instruments, eg use a guiro by holding the guiro in one hand and scraping it using the other hand with a beater.</li> <li>Adds sound effects to stories using instruments.</li> <li>Leads or is led by other children in their music making.</li> <li>Operates equipments used as CIO players, MP3 players, handheld devices, keyboards.</li> <li>Plays instruments with control to play loud/ quiet, (dynamics), fast/slow (tempo).</li> <li>Shows control to hold and play instruments to produce a musical sound, eg holding a triangle in the air by the string with one hand and playing it with a beater with the other.</li> <li>To transcribe</li> <li>Start go</li> <li>Developing skills to follow and create Music</li> <li>Repetition</li> <li>MITYT</li> <li>Use large-muscle movements to wave flags and streamers, paint and make marks.</li> <li>Increasingly be able to use and remember sequences and patterns of movements which are related to music and rhythm.</li> <li>To issten discuss and appraise music</li> <li>Describes music, eg "sarry music, angry music, happy music".</li> <li>Can identify and match an instrumental sound, eg hear a shaker and indicate that they understand it is a shaker.</li> <li>Man identified to use and remember sequences and patterns of power music with "types" of people and places, eg stereotypes such as rock music with bikers. They may feel pressure to fike and d</li></ul>			and officer with a most sense of atmost	and an observation and an and			
<ul> <li>Merges elements of familiar songs with improvised singing.</li> <li>Creates counds in vocal sound games.</li> <li>Changes some or all of the words of a song.</li> <li>Has strong preferences for songs he or she likes to sing and/or listen to.</li> <li>To compose</li> <li>Creates cown patterns in music making.</li> <li>Experiments with ways of playing instruments, eg volume (dynamics), speed (tempo), character of sounds such as tapping a tambourine/shaking a tambourine (timbre).</li> <li>Shows control in holding and playing instruments, eg use a guiro by holding the guiro in one hand and scraping it using the other hand with a beater.</li> <li>Adds sound effects to stories using instruments, eg use a guiro by holding the guiro in one hand and scraping it using the other hand with a beater.</li> <li>Adds sound effects on the others in pair/group music making.</li> <li>Departs of the playing the other sin pair/group music making.</li> <li>Operates equipment such as CD players, MP3 players, handheld devices, keyboards.</li> <li>Plays instruments with control to play loud/quiet, (dynamics), fast/slow (tempo)</li> <li>Shows control to hold and play instruments to produce a musical sound, eg holding a triangle in the air by the string with one hand and playing it with a beater with the other.</li> <li>To transcribe</li> <li>Start go</li> <li>Developing skills to follow and create Music</li> <li>Repetition</li> <li>MTYT</li> <li>Use large-muscle movements to wave flags and streamers, paint and make marks.</li> <li>Increasingly be able to use and remember sequences and patterns of movements which are related to music and rhythm.</li> <li>To listen discuss and appraise music</li> <li>Describes music, og "seary music, happy music, happy music," have for girk."</li> <li>Can identify specific sounds in the environment eg sounds of cars, running water.</li> <li>Can identify and march an instrumental sound, eg hear a shaker and indicate that they understand it is a shaker.</li> <li>Can identify and march an instrument</li></ul>					amas, sanas from homo		
<ul> <li>Creates sounds in vocal sound games.</li> <li>Changes some or all of the words of a song.</li> <li>Has strong preferences for songs he or she likes to sing and/or listen to.</li> <li>To compose</li> <li>Creates own patterns in music making.</li> <li>Experiments with ways of playing instruments, eg volume (dynamics), speed (tempo), character of sounds such as tapping a tambourine/shaking a tambourine (timbre).</li> <li>Shows control in holding and playing instruments, eg use a guiro by holding the guiro in one hand and scraping it using the other hand with a beater.</li> <li>Adds sound effects to stories using instruments.</li> <li>Leads or is led by other children in their music making, ie being a conductor.</li> <li>Listens and responds to others in pair/group music making.</li> <li>Operates equipment such as CD players, MP3 players, handheld devices, keyboards.</li> <li>Plays instruments with control to play loud 'quiet. (dynamics), fast/slow (tempo).</li> <li>Shows control to hold and play instruments to produce a musical sound, eg holding a triangle in the air by the string with one hand and playing it with a beater with the other.</li> <li>To transcribe</li> <li>Start go</li> <li>Developing skills to follow and create Music</li> <li>Repetition</li> <li>MTYT</li> <li>Use large-muscle movements to wave flags and streamers, paint and make marks.</li> <li>Increasingly be able to use and remember sequences and patterns of movements which are related to music and rhythm.</li> <li>To listen discuss and appraise music</li> <li>Describes music, eg "scary music, angry music, happy music,"</li> <li>Can identify and match an instrumental sound, eg hear a shaker and indicate that they understand it is a shaker.</li> <li>Many influences may encourage children to associate music with "types" of people and places, eg stereotypes such as rock music with bikers. They may feel pressure to like and dislike certain genres of muse of hildren may associate music as "music for boys", "music for peris".</li> <li>Matches m</li></ul>				, pop songs, songs from 1 v program	nines, songs from nome.		
<ul> <li>Changes some or all of the words of a song.</li> <li>Has strong preferences for songs he or she likes to sing and/or listen to.</li> <li>To compose</li> <li>Creates own patterns in music making.</li> <li>Experiments with ways of playing instruments, eg volume (dynamics), speed (tempo), character of sounds such as tapping a tambourine/shaking a tambourine (timbre).</li> <li>Shows control in holding and playing instruments, eg use a guiro by holding the guiro in one hand and scraping it using the other hand with a beater.</li> <li>Adds sound effects to stories using instruments.</li> <li>Leads or is led by other children in their music making, ie being a conductor.</li> <li>Listens and responds to others in pair/group music making.</li> <li>Operates equipment such as CD players, MP5 players, handheld devices, keyboards.</li> <li>Plays instruments with control to play loud/ quiet, (dynamics), fast/slow (tempo).</li> <li>Shows control to hold and play instruments to produce a musical sound, eg holding a triangle in the air by the string with one hand and playing it with a beater with the other.</li> <li>To transcribe</li> <li>Start go</li> <li>Developing skills to follow and create Music</li> <li>Repetition</li> <li>MTYT</li> <li>Use large-muscle movements to wave flags and streamers, paint and make marks.</li> <li>Increasingly be able to use and remember sequences and patterns of movements which are related to music and rhythm.</li> <li>To listen discuss and appraise music</li> <li>Describes music, eg "scarry music, appry music, happy music,"</li> <li>Can identify specific sounds in the environment eg sounds of cars, running water.</li> <li>Can identify specific sounds in the environment eg sounds of cars, running water.</li> <li>Can identify specific sounds in the environment eg sounds of cars, running water.</li> <li>Can identify specific sounds in the environment eg sounds of cars, running water.</li> <li>Can identify specific sounds in the environment eg sounds of cars, running water.</li> <li>Can ide</li></ul>							
<ul> <li>Has strong preferences for songs he or she likes to sing and/or listen to.</li> <li>To compose</li> <li>Creates own patterns in music making.</li> <li>Experiments with ways of playing instruments, eg volume (dynamics), speed (tempo), character of sounds such as tapping a tambourine/shaking a tambourine (timbre).</li> <li>Shows control in holding and playing instruments.</li> <li>Adds sound effects to stories using instruments.</li> <li>Leads or is led by other children in their music making, ie being a conductor.</li> <li>Listens and responds to others in pair/group music making.</li> <li>Operates equipment such as CD players, MP3 players, handheld devices, keyboards.</li> <li>Plays instruments with control to play loud/ quiet, (dynamics), fast/slow (tempo).</li> <li>Shows control to hold and play instruments to produce a musical sound, eg holding a triangle in the air by the string with one hand and playing it with a beater with the other.</li> <li>To transcribe</li> <li>Start go</li> <li>Developing skills to follow and create Music</li> <li>Repetition</li> <li>MTYT</li> <li>Use large-muscle movements to wave flags and streamers, paint and make marks.</li> <li>Increasingly be able to use and remember sequences and patterns of movements which are related to music and rhythm.</li> <li>To listen discuss and appraise music</li> <li>Describes music, eg "seary music, angry music, happy music".</li> <li>Can identify specific sounds in the environment eg sounds of cars, running water.</li> <li>Can identify specific sounds in the environment eg sounds of cars, running water.</li> <li>Can identify specific sounds in the environment eg sounds of ears, running water.</li> <li>Can identify specific sounds in the environment eg sounds of ears, running water.</li> <li>Can identify specific sounds in the environment eg sounds of ears, running water.</li> <li>Can identify specific sounds in the environment eg sounds of ears, running water.</li> <li>Can identify specific sounds in the environment eg sounds of ears, run</li></ul>							
To compose  Creates own patterns in music making. Experiments with ways of playing instruments, eg volume (dynamics), speed (tempo), character of sounds such as tapping a tambourine/shaking a tambourine (timbre). Shows control in holding and playing instruments, eg use a guiro by holding the guiro in one hand and scraping it using the other hand with a beater. Adds sound effects to stories using instruments. Leads or is led by other children in their music making, ie being a conductor. Listens and responds to others in pair/group music making. Operates equipment such as CD players, MP3 players, handheld devices, keyboards. Plays instruments with control to play loud/ quiet, (dynamics), fast/slow (tempo). Shows control to hold and play instruments to produce a musical sound, eg holding a triangle in the air by the string with one hand and playing it with a beater with the other.  To transcribe Start go Developing skills to follow and create Music Repetition MTYT Use large-muscle movements to wave flags and streamers, paint and make marks. Increasingly be able to use and remember sequences and patterns of movements which are related to music and rhythm.  To listen discuss and appraise music Describes music, eg' seary music, happy music". Can identify specific sounds in the environment eg sounds of cars, running water. Can identify and match an instrumental sound, eg hear a shaker and indicate that they understand it is a shaker. Many influences may encourage children to associate music with "types" of people and places, eg stereotypes such as rock music with bikers. They may feel pressure to like and dislike certain genres of muse gchildren may associate music as "music for boys", "music for girls".  Matches music to pictures/visual resources.		=		· listan to			
<ul> <li>Creates own patterns in music making.</li> <li>Experiments with ways of playing instruments, eg volume (dynamics), speed (tempo), character of sounds such as tapping a tambourine/shaking a tambourine (timbre).</li> <li>Shows control in holding and playing instruments.</li> <li>Leads or is led by other children in their music making, ie being a conductor.</li> <li>Listens and responds to others in pair/group music making.</li> <li>Operates equipment such as CD players, MF3 players, handheld devices, keyboards.</li> <li>Plays instruments with control to play louf/ quiet, (dynamics), fast/slow (tempo).</li> <li>Shows control to hold and play instruments to produce a musical sound, eg holding a triangle in the air by the string with one hand and playing it with a beater with the other.</li> <li>To transcribe</li> <li>Start go</li> <li>Developing skills to follow and create Music</li> <li>Repetition</li> <li>MTYT</li> <li>Use large-muscle movements to wave flags and streamers, paint and make marks.</li> <li>Increasingly be able to use and remember sequences and patterns of movements which are related to music and rhythm.</li> <li>To listen discuss and appraise music</li> <li>Describes music, eg "scary music, angry music, happy music".</li> <li>Can identify specific sounds in the environment eg sounds of cars, running water.</li> <li>Can identify and match an instrumental sound, eg hear a shaker and indicate that they understand it is a shaker.</li> <li>Many influences may encourage children to associate music with "Types" of people and places, eg stereotypes such as rock music with bikers. They may feel pressure to like and dislike certain genres of muse gchildren may associate music as "music for boys", "music for girls".</li> <li>Matches music to pictures/visual resources.</li> <li>Describes the sound of instruments eg scratchy sound, soft sound.</li> </ul>		· ·	i soligs he of she likes to shig and/or	listen to.			
<ul> <li>Experiments with ways of playing instruments, eg volume (dynamics), speed (tempo), character of sounds such as tapping a tambourine/shaking a tambourine (timbre).</li> <li>Shows control in holding and playing instruments, eg use a guiro by holding the guiro in one hand and scraping it using the other hand with a beater.</li> <li>Adds sound effects to stories using instruments.</li> <li>Leads or is led by other children in their music making, ie being a conductor.</li> <li>Listens and responds to others in pair/group music making.</li> <li>Operates equipment such as CD players, MP3 players, handheld devices, keyboards.</li> <li>Plays instruments with control to play loud/ quiet, (dynamics), fast/slow (tempo).</li> <li>Shows control to hold and play instruments to produce a musical sound, eg holding a triangle in the air by the string with one hand and playing it with a beater with the other.</li> <li>To transcribe</li> <li>Start go</li> <li>Developing skills to follow and create Music</li> <li>Repetition</li> <li>MTYT</li> <li>Use large-muscle movements to wave flags and streamers, paint and make marks.</li> <li>Increasingly be able to use and remember sequences and patterns of movements which are related to music and rhythm.</li> <li>To listen discuss and appraise music</li> <li>Describes music, eg "seary music, angry music, happy music".</li> <li>Can identify and match an instrumental sound, eg hear a shaker and indicate that they understand it is a shaker.</li> <li>Many influences may encourage children to associate music with "types" of people and places, cg stcreotypes such as rock music with bikers. They may feel pressure to like and dislike certain genres of muse g children may associate music with types" of people and places, cg stcreotypes such as rock music with bikers. They may feel pressure to like and dislike certain genres of muse g children to associate music with types" of people and places, cg stcreotypes such as rock music with bikers. They may feel pressure to like and dislike certain</li></ul>		•	usic making				
<ul> <li>Shows control in holding and playing instruments, eg use a guiro by holding the guiro in one hand and scraping it using the other hand with a beater.</li> <li>Adds sound effects to stories using instruments.</li> <li>Leads or is led by other children in their music making, ie being a conductor.</li> <li>Listens and responds to others in pair/group music making.</li> <li>Operates equipment such as CD players, MP3 players, handheld devices, keyboards.</li> <li>Plays instruments with control to play loud/ quiet, (dynamics), fast/slow (tempo).</li> <li>Shows control to hold and play instruments to produce a musical sound, eg holding a triangle in the air by the string with one hand and playing it with a beater with the other.</li> <li>To transcribe</li> <li>Start go</li> <li>Developing skills to follow and create Music</li> <li>Repetition</li> <li>MITYT</li> <li>Use large-muscle movements to wave flags and streamers, paint and make marks.</li> <li>Increasingly be able to use and remember sequences and patterns of movements which are related to music and rhythm.</li> <li>To listen discuss and appraise music</li> <li>Describes music, eg "scary music, angry music, happy music".</li> <li>Can identify specific sounds in the environment eg sounds of cars, running water.</li> <li>Can identify and match an instrumental sound, eg hear a shaker and indicate that they understand it is a shaker.</li> <li>Many influences may encourage children to associate music with "types" of people and places, eg stereotypes such as rock music with bikers. They may feel pressure to like and dislike certain genres of muse ge children may associate music as "music for boys", "music for girls".</li> <li>Matches music to pictures/visual resources.</li> <li>Describes the sound of instruments eg scratchy sound, soft sound.</li> </ul>				vnamics) speed (tempo) character (	of sounds such as tanning a tambourin	ne/shaking a tambourine (timbre)	
<ul> <li>Adds sound effects to stories using instruments.</li> <li>Leads or is led by other children in their music making, ie being a conductor.</li> <li>Listens and responds to others in pair/group music making.</li> <li>Operates equipment such as CD players, MP3 players, handheld devices, keyboards.</li> <li>Plays instruments with control to play loud/ quiet, (dynamics), fast/slow (tempo).</li> <li>Shows control to hold and play instruments to produce a musical sound, eg holding a triangle in the air by the string with one hand and playing it with a beater with the other.</li> <li>To transcribe</li> <li>Start go</li> <li>Developing skills to follow and create Music</li> <li>Repetition</li> <li>MTYT</li> <li>Use large-muscle movements to wave flags and streamers, paint and make marks.</li> <li>Increasingly be able to use and remember sequences and patterns of movements which are related to music and rhythm.</li> <li>To listen discuss and appraise music</li> <li>Describes music, eg "seary music, angry music, happy music".</li> <li>Can identify specific sounds in the environment eg sounds of cars, running water.</li> <li>Can identify specific sounds in the environment eg sounds of cars, running water.</li> <li>Many influences may encourage children to associate music with "types" of people and places, eg stereotypes such as rock music with bikers. They may feel pressure to like and dislike certain genres of muse eg children may associate music as "music for boys", "music for girls".</li> <li>Matches music to pictures/visual resources.</li> <li>Describes the sound of instruments eg scratchy sound, soft sound.</li> </ul>							
<ul> <li>Leads or is led by other children in their music making, ie being a conductor.</li> <li>Listens and responds to others in pair/group music making.</li> <li>Operates equipment such as CD players, MP3 players, handheld devices, keyboards.</li> <li>Plays instruments with control to play loud/ quiet, (dynamics), fast/slow (tempo).</li> <li>Shows control to hold and play instruments to produce a musical sound, eg holding a triangle in the air by the string with one hand and playing it with a beater with the other.</li> <li>To transcribe</li> <li>Start go</li> <li>Developing skills to follow and create Music</li> <li>Repetition</li> <li>MITYT</li> <li>Use large-muscle movements to wave flags and streamers, paint and make marks.</li> <li>Increasingly be able to use and remember sequences and patterns of movements which are related to music and rhythm.</li> <li>To listen discuss and appraise music</li> <li>Describes music, cg "seary music, angry music, happy music".</li> <li>Can identify specific sounds in the environment eg sounds of cars, running water.</li> <li>Can identify specific sounds in the environment eg sounds of east, running water.</li> <li>Many influences may encourage children to associate music with "types" of people and places, eg stereotypes such as rock music with bikers. They may feel pressure to like and dislike certain genres of muse eg children may associate music as "music for boys", "music for girls".</li> <li>Matches music to pictures/visual resources.</li> <li>Describes the sound of instruments eg exratchy sound, soft sound.</li> </ul>				ino by nothing the guilo in one hand	a and seraping it using the other hand	with a beater.	
<ul> <li>Listens and responds to others in pair/group music making.</li> <li>Operates equipment such as CD players, MP3 players, handheld devices, keyboards.</li> <li>Plays instruments with control to play loud/ quiet, (dynamics), fast/slow (tempo).</li> <li>Shows control to hold and play instruments to produce a musical sound, eg holding a triangle in the air by the string with one hand and playing it with a beater with the other.</li> <li>To transcribe</li> <li>Start go</li> <li>Developing skills to follow and create Music</li> <li>Repetition</li> <li>MTYT</li> <li>Use large-muscle movements to wave flags and streamers, paint and make marks.</li> <li>Increasingly be able to use and remember sequences and patterns of movements which are related to music and rhythm.</li> <li>To listen discuss and appraise music</li> <li>Describes music, eg "scary music, angry music, happy music".</li> <li>Can identify specific sounds in the environment eg sounds of cars, running water.</li> <li>Can identify and match an instrumental sound, eg hear a shaker and indicate that they understand it is a shaker.</li> <li>Many influences may encourage children to associate music with "types" of people and places, eg stereotypes such as rock music with bikers. They may feel pressure to like and dislike certain genres of muse eg children may associate music as "music for boys", "music for girls".</li> <li>Matches music to pictures/visual resources.</li> <li>Describes the sound of instruments eg scratchy sound, soft sound.</li> </ul>				ng a conductor			
<ul> <li>Operates equipment such as CD players, MP3 players, handheld devices, keyboards.</li> <li>Plays instruments with control to play loud/ quiet, (dynamics), fast/slow (tempo).</li> <li>Shows control to hold and play instruments to produce a musical sound, eg holding a triangle in the air by the string with one hand and playing it with a beater with the other.</li> <li>To transcribe</li> <li>Start go</li> <li>Developing skills to follow and create Music</li> <li>Repetition</li> <li>MTYT</li> <li>Use large-muscle movements to wave flags and streamers, paint and make marks.</li> <li>Increasingly be able to use and remember sequences and patterns of movements which are related to music and rhythm.</li> <li>To listen discuss and appraise music</li> <li>Describes music, eg "scary music, angry music, happy music".</li> <li>Can identify specific sounds in the environment eg sounds of cars, running water.</li> <li>Can identify and match an instrumental sound, eg hear a shaker and indicate that they understand it is a shaker.</li> <li>Many influences may encourage children to associate music with "types" of people and places, eg stereotypes such as rock music with bikers. They may feel pressure to like and dislike certain genres of muse gchildren may associate music as "music for boys", "music for girls".</li> <li>Matches music to pictures/visual resources.</li> <li>Describes the sound of instruments eg scratchy sound.</li> </ul>				ing a conductor.			
<ul> <li>Plays instruments with control to play loud/ quiet, (dynamics), fast/slow (tempo).</li> <li>Shows control to hold and play instruments to produce a musical sound, eg holding a triangle in the air by the string with one hand and playing it with a beater with the other.</li> <li>To transcribe</li> <li>Start go</li> <li>Developing skills to follow and create Music</li> <li>Repetition</li> <li>MTYT</li> <li>Use large-muscle movements to wave flags and streamers, paint and make marks.</li> <li>Increasingly be able to use and remember sequences and patterns of movements which are related to music and rhythm.</li> <li>To listen discuss and appraise music</li> <li>Describes music, eg "scary music, angry music, happy music".</li> <li>Can identify specific sounds in the environment eg sounds of cars, running water.</li> <li>Can identify and match an instrumental sound, eg hear a shaker and indicate that they understand it is a shaker.</li> <li>Many influences may encourage children to associate music with "types" of people and places, eg stereotypes such as rock music with bikers. They may feel pressure to like and dislike certain genres of muse eg children may associate music as "music for boys", "music for girls".</li> <li>Matches music to pictures/visual resources.</li> <li>Describes the sound of instruments eg scratchy sound, soft sound.</li> </ul>				eld devices, keyboards			
<ul> <li>Shows control to hold and play instruments to produce a musical sound, eg holding a triangle in the air by the string with one hand and playing it with a beater with the other.</li> <li>To transcribe </li> <li>Start go </li> <li>Developing skills to follow and create Music </li> <li>Repetition </li> <li>MTYT </li> <li>Use large-muscle movements to wave flags and streamers, paint and make marks. </li> <li>Increasingly be able to use and remember sequences and patterns of movements which are related to music and rhythm.</li> <li>To listen discuss and appraise music </li> <li>Describes music, eg "scary music, angry music, happy music". </li> <li>Can identify specific sounds in the environment eg sounds of cars, running water.</li> <li>Can identify and match an instrumental sound, eg hear a shaker and indicate that they understand it is a shaker.</li> <li>Many influences may encourage children to associate music with "types" of people and places, eg stereotypes such as rock music with bikers. They may feel pressure to like and dislike certain genres of muse g children may associate music as "music for boys", "music for girls".</li> <li>Matches music to pictures/visual resources.</li> <li>Describes the sound of instruments eg scratchy sound, soft sound.</li> </ul>							
To transcribe  Start go  Developing skills to follow and create Music  Repetition  MTYT  Use large-muscle movements to wave flags and streamers, paint and make marks.  Increasingly be able to use and remember sequences and patterns of movements which are related to music and rhythm.  To listen discuss and appraise music  Describes music, eg "scary music, angry music, happy music".  Can identify specific sounds in the environment eg sounds of cars, running water.  Can identify and match an instrumental sound, eg hear a shaker and indicate that they understand it is a shaker.  Many influences may encourage children to associate music with "types" of people and places, eg stereotypes such as rock music with bikers. They may feel pressure to like and dislike certain genres of music eg children may associate music as "music for boys", "music for girls".  Matches music to pictures/visual resources.  Describes the sound of instruments eg scratchy sound, soft sound.					he air by the string with one hand and	playing it with a beater with the other.	
<ul> <li>Start go</li> <li>Developing skills to follow and create Music</li> <li>Repetition</li> <li>MTYT</li> <li>Use large-muscle movements to wave flags and streamers, paint and make marks.</li> <li>Increasingly be able to use and remember sequences and patterns of movements which are related to music and rhythm.</li> <li>To listen discuss and appraise music</li> <li>Describes music, eg "scary music, angry music, happy music".</li> <li>Can identify specific sounds in the environment eg sounds of cars, running water.</li> <li>Can identify and match an instrumental sound, eg hear a shaker and indicate that they understand it is a shaker.</li> <li>Many influences may encourage children to associate music with "types" of people and places, eg stereotypes such as rock music with bikers. They may feel pressure to like and dislike certain genres of muse eg children may associate music as "music for boys", "music for girls".</li> <li>Matches music to pictures/visual resources.</li> <li>Describes the sound of instruments eg scratchy sound, soft sound.</li> </ul>			produce a mass		and the sy the strong when she have the	pring is with a senior with the strict.	
<ul> <li>Developing skills to follow and create Music</li> <li>Repetition</li> <li>MTYT</li> <li>Use large-muscle movements to wave flags and streamers, paint and make marks.</li> <li>Increasingly be able to use and remember sequences and patterns of movements which are related to music and rhythm.</li> <li>To listen discuss and appraise music</li> <li>Describes music, eg "scary music, angry music, happy music".</li> <li>Can identify specific sounds in the environment eg sounds of cars, running water.</li> <li>Can identify and match an instrumental sound, eg hear a shaker and indicate that they understand it is a shaker.</li> <li>Many influences may encourage children to associate music with "types" of people and places, eg stereotypes such as rock music with bikers. They may feel pressure to like and dislike certain genres of muse g children may associate music as "music for boys", "music for girls".</li> <li>Matches music to pictures/visual resources.</li> <li>Describes the sound of instruments eg scratchy sound, soft sound.</li> </ul>							
<ul> <li>Repetition</li> <li>MTYT</li> <li>Use large-muscle movements to wave flags and streamers, paint and make marks.</li> <li>Increasingly be able to use and remember sequences and patterns of movements which are related to music and rhythm.</li> <li>To listen discuss and appraise music.</li> <li>Describes music, eg "scary music, angry music, happy music".</li> <li>Can identify specific sounds in the environment eg sounds of cars, running water.</li> <li>Can identify and match an instrumental sound, eg hear a shaker and indicate that they understand it is a shaker.</li> <li>Many influences may encourage children to associate music with "types" of people and places, eg stereotypes such as rock music with bikers. They may feel pressure to like and dislike certain genres of muse g children may associate music as "music for boys", "music for girls".</li> <li>Matches music to pictures/visual resources.</li> <li>Describes the sound of instruments eg scratchy sound, soft sound.</li> </ul>			w and create Music				
<ul> <li>MTYT</li> <li>Use large-muscle movements to wave flags and streamers, paint and make marks.</li> <li>Increasingly be able to use and remember sequences and patterns of movements which are related to music and rhythm.</li> <li>To listen discuss and appraise music</li> <li>Describes music, eg "scary music, angry music, happy music".</li> <li>Can identify specific sounds in the environment eg sounds of cars, running water.</li> <li>Can identify and match an instrumental sound, eg hear a shaker and indicate that they understand it is a shaker.</li> <li>Many influences may encourage children to associate music with "types" of people and places, eg stereotypes such as rock music with bikers. They may feel pressure to like and dislike certain genres of muse g children may associate music as "music for boys", "music for girls".</li> <li>Matches music to pictures/visual resources.</li> <li>Describes the sound of instruments eg scratchy sound, soft sound.</li> </ul>		1 0					
<ul> <li>Increasingly be able to use and remember sequences and patterns of movements which are related to music and rhythm.</li> <li>To listen discuss and appraise music</li> <li>Describes music, eg "scary music, angry music, happy music".</li> <li>Can identify specific sounds in the environment eg sounds of cars, running water.</li> <li>Can identify and match an instrumental sound, eg hear a shaker and indicate that they understand it is a shaker.</li> <li>Many influences may encourage children to associate music with "types" of people and places, eg stereotypes such as rock music with bikers. They may feel pressure to like and dislike certain genres of muse eg children may associate music as "music for boys", "music for girls".</li> <li>Matches music to pictures/visual resources.</li> <li>Describes the sound of instruments eg scratchy sound, soft sound.</li> </ul>		*					
<ul> <li>Increasingly be able to use and remember sequences and patterns of movements which are related to music and rhythm.</li> <li>To listen discuss and appraise music</li> <li>Describes music, eg "scary music, happy music".</li> <li>Can identify specific sounds in the environment eg sounds of cars, running water.</li> <li>Can identify and match an instrumental sound, eg hear a shaker and indicate that they understand it is a shaker.</li> <li>Many influences may encourage children to associate music with "types" of people and places, eg stereotypes such as rock music with bikers. They may feel pressure to like and dislike certain genres of muse eg children may associate music as "music for boys", "music for girls".</li> <li>Matches music to pictures/visual resources.</li> <li>Describes the sound of instruments eg scratchy sound, soft sound.</li> </ul>		• Use large-muscle moveme	ents to wave flags and streamers, pa	int and make marks.			
<ul> <li>Describes music, eg "scary music, angry music".</li> <li>Can identify specific sounds in the environment eg sounds of cars, running water.</li> <li>Can identify and match an instrumental sound, eg hear a shaker and indicate that they understand it is a shaker.</li> <li>Many influences may encourage children to associate music with "types" of people and places, eg stereotypes such as rock music with bikers. They may feel pressure to like and dislike certain genres of music eg children may associate music as "music for boys", "music for girls".</li> <li>Matches music to pictures/visual resources.</li> <li>Describes the sound of instruments eg scratchy sound, soft sound.</li> </ul>					l to music and rhythm.		
<ul> <li>Describes music, eg "scary music, angry music, happy music".</li> <li>Can identify specific sounds in the environment eg sounds of cars, running water.</li> <li>Can identify and match an instrumental sound, eg hear a shaker and indicate that they understand it is a shaker.</li> <li>Many influences may encourage children to associate music with "types" of people and places, eg stereotypes such as rock music with bikers. They may feel pressure to like and dislike certain genres of music eg children may associate music as "music for boys", "music for girls".</li> <li>Matches music to pictures/visual resources.</li> <li>Describes the sound of instruments eg scratchy sound, soft sound.</li> </ul>					•		
<ul> <li>Can identify specific sounds in the environment eg sounds of cars, running water.</li> <li>Can identify and match an instrumental sound, eg hear a shaker and indicate that they understand it is a shaker.</li> <li>Many influences may encourage children to associate music with "types" of people and places, eg stereotypes such as rock music with bikers. They may feel pressure to like and dislike certain genres of music eg children may associate music as "music for boys", "music for girls".</li> <li>Matches music to pictures/visual resources.</li> <li>Describes the sound of instruments eg scratchy sound, soft sound.</li> </ul>				,			
<ul> <li>Can identify and match an instrumental sound, eg hear a shaker and indicate that they understand it is a shaker.</li> <li>Many influences may encourage children to associate music with "types" of people and places, eg stereotypes such as rock music with bikers. They may feel pressure to like and dislike certain genres of music eg children may associate music as "music for boys", "music for girls".</li> <li>Matches music to pictures/visual resources.</li> <li>Describes the sound of instruments eg scratchy sound, soft sound.</li> </ul>							
<ul> <li>Many influences may encourage children to associate music with "types" of people and places, eg stereotypes such as rock music with bikers. They may feel pressure to like and dislike certain genres of music genres of music eg children may associate music as "music for boys", "music for girls".</li> <li>Matches music to pictures/visual resources.</li> <li>Describes the sound of instruments eg scratchy sound, soft sound.</li> </ul>	1				it is a shaker.		
<ul> <li>eg children may associate music as "music for boys", "music for girls".</li> <li>Matches music to pictures/visual resources.</li> <li>Describes the sound of instruments eg scratchy sound, soft sound.</li> </ul>						bikers. They may feel pressure to like an	d dislike certain genres of music,
<ul> <li>Matches music to pictures/visual resources.</li> <li>Describes the sound of instruments eg scratchy sound, soft sound.</li> </ul>					•		,
<ul> <li>Describes the sound of instruments eg scratchy sound, soft sound.</li> </ul>							
				ound.			
Key vocabulary		Key Vocabulary					

• Nursery rhymes, action songs, instruments, share, respond, explore, listen, sing, play, learn, long, short, play, stop, move, listen, action voice, hands, loud sounds, soft sounds, soft, medium, hard, tap, shake, ring, hit, bang.

# Progression Document,

- Pulse and rhythm
- Listen, voice, instrument, experience, respond, explore, practice, make, movement, music, rhythm, song, sing, sound.

### Reception 30-60+ Months

# To perform

- Creates his or her own songs, often with a real sense of structure, eg a beginning and an end.
- Can often sing an entire song; songs could be nursery rhymes, pop songs, songs from TV programmes, songs from home.
- Merges elements of familiar songs with improvised singing.
- Creates sounds in vocal sound games.
- Changes some or all of the words of a song.
- Has strong preferences for songs he or she likes to sing and/or listen to.
- Pitch matches, ie reproduces with his or her voice the pitch of a tone sung by another.
- Able to sing the melodic shape (moving melody, eg up and down, down & up) of familiar songs.
- Sings entire songs.
- May enjoy performing, solo and or in groups.
- Internalises music, eg sings songs inside his or her head.

#### To compose

- Adds sound effects to stories using instruments.
- Leads or is led by other children in their music making, ie being a conductor.
- Listens and responds to others in pair/group music making.
- Operates equipment such as CD players, MP3 players, handheld devices, keyboards.
- Plays instruments with control to play loud/ quiet, (dynamics), fast/slow (tempo).
- Shows control to hold and play instruments to produce a musical sound, eg holding a triangle in the air by the string with one hand and playing it with a beater with the other.
- Creates music based on a theme eg creates the sounds of the seaside.
- Finds and records sounds using recording devices.
- Plays instruments (including imaginary ones such as air guitar) to match the structure of the music, eg playing quietly with quiet parts within music, stopping with the music when it stops.
- Keeps a steady beat whilst playing instruments his or her own steady beat in his or her creative music making.
- Taps rhythms to accompany words, eg tapping the syllables of names/objects/ animals/lyrics of a song.
- Creates rhythms using instruments and body percussion.
- May play along to the beat of the song they are singing or music being listened to.
- May play along with the rhythm in music, eg may play along with the lyrics in songs they are singing or listening to.

#### To transcribe

- Increasingly be able to use and remember sequences and patterns of movements which are related to music and rhythm.
- Develop their fine motor skills so that they can use a range of tools competently, safely and confidently.

## To listen, discuss and appraise music

- Can identify and match an instrumental sound, eg hear a shaker and indicate that they understand it is a shaker.
- Many influences may encourage children to associate music with "types" of people and places, eg stereotypes such as rock music with bikers. They may feel pressure to like and dislike certain genres of music, eg children may associate music as "music for boys", "music for girls".
- Matches music to pictures/visual resources.
- Describes the sound of instruments eg scratchy sound, soft sound.
- Creates visual representation of sounds, instruments and pieces of music, eg mark making to specific sounds or pieces of music.
- Thinks abstractly about music and expresses this physically or verbally eg "This music sounds like floating on a boat." "This music sounds like dinosaurs."
- Distinguishes and describes changes in music and compares pieces of music, eg "this music started fast and then became slow." "This music had lots of instruments but this music only had voices." "This music was spiky and this music was smooth." Associates genres of music with characters and stories.
- Accurately anticipates changes in music, eg when music is going to get faster, louder, slower.

#### Key Vocabulary

## Revisit nursery vocabulary:

• Nursery rhymes, action songs, instruments, share, respond, explore, listen, sing, play, learn, long, short, play, stop, move, listen, action voice, hands, loud sounds, soft sounds, soft, medium, hard, tap, shake, ring, hit, bang.

Progression for Reception in addition to nursery.

	Respond, beat, pulse, rhythm, pitch, solo, group, perform, high, low						
End point	By the end of EYFS the children should be able to show understanding of how to hold an instrument safely and put them down quietly. Children will be able to start and stop when playing with others and remain quiet						
	when they are waiting for their turn. Whilst playing an instrument, children can watch and follow leaders signals and instructions when playing or singing. Children will be able to select instruments to convey noise in a						
	story or a song and be able to play these, fast, slow, loud and quiet and differentiate between these. Children will also be able to show a basic awareness that instruments create different sounds. Whilst singing, children						
	should be able to change their voice to a desired effect (whispering, talking, thinking) and relate these too characters from stories and songs.						
KS1 NC	Pupils should be taught to:						
Objectives	• use their voices expressively and creatively by singing songs and speaking chants and rhymes						
	play tuned and untuned instruments musically						
	<ul> <li>listen with concentration and understanding to a range of high-quality live and recorded music</li> </ul>						

	experiment with, create, select and combine sounds using the inter-related dimensions of music.							
1	Pulse and Rhythm	Tempo	Dynamics	Sound Patterns	Pitch	Musical Symbols		
	Theme: Songs from where we live.	Theme: Mouse & Snail	Theme: The Seaside	Theme; Fairytales	Theme: Superheroes	Theme: Under the Sea		
	Termly Objectives	Termly Objectives	Termly Objectives	Termly Objectives	Termly Objectives	Termly Objectives		
	Finding the Pulse, Singing & reading a sound pattern, using a thinking voice	Explore tempo, perform with a singing voice and an instrument. Sing in time, play demonstrating slow and fast beats	Represent dynamics, identify and recreate sounds, use instruments to explore dynamics.	Chant in time, make changes to dynamics, respond to hand signals, read simple rhythms, use a character voice	Identify and perform high and low notes, compose a two & three note pattern, demonstrate a musical understanding of tempo and pitch. Perform as a group and offer feedback.	Move & create sounds to reflect a character, respond to dynamic changes, demonstrate a sound pattern, sing high and low sounds, read symbols representing high and low sounds.		
	Vocabulary	Vocabulary	Vocabulary	Vocabulary	Vocabulary	Vocabulary		
	Pulse Singing Voice Speaking Voice Thinking Voice	Beat, fast, singing voice, slow, speaking voice, warm-up	Dynamics, instrument, seaside, soundscape, symbol, volume	Character, voice, sound pattern	High, low, pattern, performance, pitch, tempo	Dynamics, pitch, rest, sound pattern, tempo		
	can distinguish between high and and instruments (e.g., playing fast express their feelings and opinions Students can choose and organise Students can select sounds to repr	low sounds and can demonstrate cher or slower). Students can control of about it through words, actions like sounds and patterns, using pictures esent ideas, such as using a shaker to	anges in pitch using tuned percussion changes in volume (dynamics) using the thumbs up, or other methods.	n through actions like steps, slides, a their voices and instruments (e.g., s can differentiate between long and s from a tree.	hms and understand the difference between and jumps. Students can control changes inging or playing louder or quieter). Students sounds and use them when compositions are the sounds and use them when compositions are the sounds and use the sounds are the sounds and use the sounds are the so	in speed (tempo) with their bodies dents can describe music and		
2	Structure	Creating Music	Listening	Composing	Call and Response	Pitch		
	Theme: Myths and Legends	Theme: Trains (Sing-Up!)	Theme: Holst The Planets (BBC Ten Pieces)	Theme: Birdsong (Sing-Up!)	Theme: Animals	Theme: Musical Me (Kapow)		
	Termly Objectives  Play and write crotchet (& rests) & quaver rhythms	Termly Objectives Listen to and analyse music	Termly Objectives  Listen to a new piece of music,  Explore spikey and smooth	Termly Objectives Invent simple patterns Follow signals from the conductor Structure compositional ideas in a	Termly Objectives Use dynamics Play in time with a group	Termly Objectives Read pitch patterns Sing & play high and low notes		

	Vocabulary One-beat notes (Walk), composition, quavers (Jogging), notation, pulse, rest, rhythm, structure, tempo	Vocabulary  Duration, dynamics, tempo, conductor	Vocabulary Listening, spikey, smooth, quiet, loud, fast, slow, pattern, drum	Vocabulary  Motif, conductor, tempo, accompaniment, improvise	Vocabulary Call and response, dynamics, sound pattern,	Vocabulary Dot, high, low, musical sentence, notation, phrase, pitch, pitch pattern, stave	
KS2 NC Objectives	Through hands-on practice, pupils will create and perform simple melodies using tuned instruments, and work collaboratively in small groups to compose original pieces. Overall, students will exhibit a growing musical awareness and expressiveness, laying a strong foundation for further musical education in subsequent years.  By the end of Year 2, pupils should demonstrate an enhanced understanding and practical application of music fundamentals. They will be increasingly confident in using their thinking voice to perform with accuracy and control. Pupils will collaboratively practise and refine group performances, suggesting and implementing dynamic changes such as tempo, volume, and pitch.  Students will be adept at performing simple accompaniments, showing consideration for the mood and meaning of the pieces. Their listening skills will have developed to the point where they can articulate preferences and describe what they like and dislike about different pieces of music.  Children will understand the structure of musical compositions, identifying sections such as beginnings, endings, and verses. They will creatively select appropriate sounds to represent different ideas and use various forms of notation to express rhythms and sounds.  Through hands-on practice, pupils will create and perform simple melodies using tuned instruments, and work collaboratively in small groups to compose original pieces. Overall, students will exhibit a growing musical awareness and expressiveness, laying a strong foundation for further musical education in subsequent years.  Pupils should be taught to sing and play musically with increasing confidence and control. They should develop an understanding of musical composition, organising and manipulating ideas within musical structures and reproducing sounds from aural memory.  Pupils should be taught to:  play and perform in solo and ensemble contexts, using their voices and playing musical instruments with increasing accuracy, fluency, control and expression  improvise and compos						
3	<ul> <li>use and understand staff an</li> <li>appreciate and understand</li> <li>develop an understanding of</li> <li>Comparing Songs</li> <li>Theme: Bengali/Scottish Folk</li> <li>Songs (Sing-Up!)</li> </ul>	a wide range of high-quality live ar	Whole Class Recorder Theme: Enchanted Forest (Sing-Up Play Recorder Unit 1)	whole Class Recorder Theme: Enchanted Forest (Sing- Up Play Recorder Unit 1)	Listening Theme: America – George Gershwin Rhapsody in Blue	Jazz (Kapow)	
	Termly Objectives Develop understanding of music from different musical traditions Identify that songs are from different places in the world Understand what a folk song is	Termly Objectives  Verbalise feelings about music  Read musical notation and play correct notes of a Rag  Improvise to a drone and tal  Sing and play in time with others	Termly Objectives Holding the recorder correctly Making a good sound Learn B, A and G Learning about the recorder family and how it has been used within folk, classical and jazz musical styles	Termly Objectives Holding the recorder correctly Making a good sound Learn B, A and G Learning about the recorder family and how it has been used within folk, classical and jazz musical styles	Termly Objectives Listen and reflect on a piece of music Create a piece of music using instruments and voice Perform as an ensemble	Termly Objectives Explain What Ragtime music is Play on the 'off' beat & sing a syncopated rhythm Play a call and improvise a response Improvise or compose a scat singing performance Play a swung rhythm	
	Vocabulary Duration, dynamics, tempo, structure, pitch, timbre, traditional/composed song, folk music	Vocabulary Bollywood, compose, drone, harmonium, improvise, rag, sarangi, tala, sitar, tabla	Vocabulary Walk, jogging, shh, stride, B, A, G, introduction, verse, repeat, Andante, melody & accompaniment	Vocabulary  Walk, jogging, shh, stride, B, A, G, introduction, verse, repeat, Andante, melody & accompaniment	Vocabulary Dynamics, motif, pitched percussion, soundscape, tempo	Vocabulary  Call and response, improvisation, jazz, motif, off-beat, pitch, ragtime, scat singing, swung rhythm, syncopation	
End points	By the end of year 3 pupils will confidently sing songs in tune, demonstrating the ability to use dynamics (loud and soft) and phrasing (breathing and shaping of the melody) to express the mood and style of the song. Pupils perform songs individually or in groups with clear diction, ensuring that the lyrics are understandable to the audience. They are able to convey the meaning and emotion of the song effectively. Pupils interpret and perform simple graphic scores, accurately reproducing the indicated pitches and rhythms, demonstrating an understanding of the visual representation of music. Pupils listen attentively to music extracts and can accurately identify the genre, discuss the structure of the piece, and respond thoughtfully to specific questions about what they hear. Pupils can identify different families of instruments (strings, woodwind, brass, percussion) and recognise various ensembles such as orchestras and choirs. They can describe the roles these instruments and ensembles play in a musical context. Pupils evaluate and refine their musical performances or compositions, using appropriate musical vocabulary to explain the changes they've made and how these improvements enhance their work. Pupils collaboratively create and perform simple rhythmic and melodic patterns, showing the ability to work effectively as part of a team and maintain synchronisation with their peers. Pupils actively contribute ideas and respectfully consider others' suggestions when working on group compositions, demonstrating good communication and teamwork skills. Pupils experiment with and create melodies that incorporate steps (consecutive notes) and leaps (skipping notes), utilising an extended range of						

	Changes in Pitch, Tempo and Dynamics Theme: Rivers	Body & Tuned Percussion Theme: Rainforests	Whole Class Recorder Theme: Monsters (Sing-Up! Play Recorder Unit 2)	Whole Class Recorder Theme: Monsters (Sing-Up! Play Recorder Unit 2)	Composition notation Theme: Ancient Egypt (Kapow)	Class Band Theme; The Dood Doot Son (Sing-Up!)
; ] t	Termly Objectives Sing in tune and in two parts Explain how a piece of music makes them feel Perform & create a vocal ostinato in time	Termly Objectives Identify structure and texture of music Play a sequence in time Have two different melodies and rhythms playing together	Termly Objectives Improving Recorder technique, articulation and fluency. Learn notes B, A, G, high C, high D, low E Explore soundscapes, extended techniques and graphic notation	Termly Objectives Improving Recorder technique, articulation and fluency.  Learn notes B, A, G, high C, high D, low E  Explore soundscapes, extended techniques and graphic notation	Termly Objectives Sing in time and in tune remembering the lyrics to a song Identify the structure of a piece of music Improvise their own piece of music Compose and play a melody using stave notation	Termly Objectives Learn the chords A, minor, C and F Major Identify song structure and when mu has a relaxed swing feel Sing and play two bar phrases
1	Vocabulary Posture, breathing, projection, pitch, tempo, dynamics, ostinato	Vocabulary Body percussion, compose, contrast, layers, loop, melody line, organisation	Vocabulary Technique, posture, articulation, fluency, soundscapes, graphic notation, B, A, G, high C, high D, low E	Vocabulary Technique, posture, articulation, fluency, soundscapes, graphic notation, B, A, G, high C, high D, low E	Vocabulary Accuracy, backing track, balance, composition, ensemble, improvisation, lyrics, structure, walk, jogging, stride	Vocabulary Beat, pulse, chords, melody, intro, votuned percussion, acoustic guitar, acoustic pop, country, folk, pop, doo
1	two-part rounds. Pupils can set a s different forms of musical notation ensembles such as orchestras and	tarting pitch for a song without assi 1. Pupils are able to listen to and co choirs and identify families of instr	istance. They can continue performing mment on music from various histor uments (e.g., wind, brass, African dr	ng even if they make a mistake during rical periods, showing an understandi ums). Pupils can use an extended mu	nging songs that have more complicated g a performance. Pupils can perform mung of how music has developed over timesical vocabulary to express their person	sic both by ear and by reading ne. They should recognise differ al tastes in music. Pupils can cre
1 1	two-part rounds. Pupils can set a s different forms of musical notation ensembles such as orchestras and of their own rhythmic and melodic of minims, semibreves, and use these leadership and following roles with	tarting pitch for a song without assi- n. Pupils are able to listen to and co- choirs and identify families of instr- stinati and riffs and play them in tin- to compose and perform rhythms. hin a group setting when working of	istance. They can continue performing mment on music from various history uments (e.g., wind, brass, African drame with others in a group. Pupils are Pupils show an understanding of varion a composition.  pils, encompassing practical skills, the Listening Theme: Trailblazers (Dr Who Theme by Delia Derbyshire -	ng even if they make a mistake during rical periods, showing an understandi ums). Pupils can use an extended mu capable of improvising a rhythm overious scales in their compositions and	g a performance. Pupils can perform musing of how music has developed over tinusical vocabulary to express their personer a steady pulse. Pupils can recognise coll performances, such as pentatonic and be attained for music's rich history and divers	sic both by ear and by reading ne. They should recognise differ al tastes in music. Pupils can cre totchets, crotchet rests, quavers, plues scales. Pupils can take on
	two-part rounds. Pupils can set a significant forms of musical notation ensembles such as orchestras and their own rhythmic and melodic of minims, semibreves, and use these leadership and following roles with these end points aim to develop a Musical Theatre	tarting pitch for a song without assing the property of the pitch and conchoirs and identify families of instructions and riffs and play them in time to compose and perform rhythms, thin a group setting when working of well-rounded musical ability in put	istance. They can continue performing mment on music from various histor uments (e.g., wind, brass, African drane with others in a group. Pupils are Pupils show an understanding of varion a composition.  pils, encompassing practical skills, the Listening Theme: Trailblazers (Dr Who	ng even if they make a mistake during rical periods, showing an understandi ums). Pupils can use an extended mucapable of improvising a rhythm overious scales in their compositions and theoretical knowledge, and an apprecial machine in the merion of the merion of the merion of the machine in the machine i	g a performance. Pupils can perform much gof how music has developed over tinusical vocabulary to express their personer a steady pulse. Pupils can recognise coll performances, such as pentatonic and but attended to the class Recorder  Whole class Recorder  Theme: Earthlight (Sing-Up! Play)	sic both by ear and by reading ne. They should recognise diffe al tastes in music. Pupils can create the cotchets, crotchet rests, quavers plues scales. Pupils can take on the forms.  Whole class Recorder Theme: Earthlight (Sing-Up!

6	intention, such as making a sea soundscape. Pupils can plan a composition project, either individually or in groups, and monitor its development from initial idea to final performance, making adjustments as needed to improve the outcome.  These end points provide a comprehensive framework ensuring that Year 5 pupils develop a well-rounded skill set in music, preparing them for further study and enjoyment of the subject.  Developing Singing Technique Theme: The Vikings (Kapow) Theme: Coast – Fingal's Cave by Mendelssohn (Kapow) Theme: Trailblazers – Symphony by Ravi Shankar (BBC Tenpieces) Theme: Pop Art (Kapow)						
	Termly Objectives Move and sing as a team Recognise minims, crotchets and quavers Perform accurate rhythms Add appropriate sound effects Make suggestions for improving the performance  Vocabulary Body-percussion, duration, lyrics, tempo, minim, crotchet, quaver, key change, minor key, major key, notation, layer, discipline	Termly Objectives Discuss an orchestral piece using a selection of varied vocabulary Change dynamics and pitch Take the role of and follow a conductor Change texture within group improvisations Create a graphic score  Vocabulary Classical, characterize, composition, conductor, depict, ensemble, graphic score, improvisation, notation, orchestra, texture	Termly Objectives  Listen and reflect on a piece of orchestral music  Create their own piece using instruments and voice  Perform as an ensemble  Vocabulary  Call and response, coda, drone, improvise, pitched percussion, Raga, Unpitched percussion	Termly Objectives Perform a rhythm confidently Identify sounds and names of different instruments and discuss which art pieces they could match to Keep the pulse, singing with control and confidence. Name, copy and draw rhythms accurately  Vocabulary Motif, phrases, staccato, 4/4 time, diaphragm, quaver, translate, accidentals, legato, pizzicato, theme, variations	Termly Objectives Improve recorder technique Consolidate notes B, A, G, C, D, Low E, D, F# and C#. Play in two parts confidently with a sense of ensemble Perform to other children in school  Vocabulary Semibreve, dotted minim, minim, crotchet, quavers, semiquavers, time signature, scale, major, pentatonic, ascending descending, drone, harmony, articulation, ensemble,	Termly Objectives Improve recorder technique Consolidate notes B, A, G, C, D, Low E, D, F# and C#. Play in two parts confidently with a sense of ensemble Perform to other children in school  Vocabulary Semibreve, dotted minim, minim, crotchet, quavers, semiquavers, time signature, scale, major, pentatonic, ascending descending, drone, harmony, articulation, emsemble	
End points	By the end of year 6 pupils can display control over their vocal techniques which include proper breathing, posture, good tuning, and clear diction when singing. Pupils are able to maintain their own part with accurate pitch even while listening to other parts, demonstrating strong auditory skills and independence in ensemble settings. Pupils can effectively use the inter-related dimensions of music (such as dynamics, tempo, pitch, timbre, and texture) to enhance the quality of their performances whether singing or playing instruments. Pupils can play as part of an ensemble, taking an individual part while showing an awareness of overall balance within the group. Pupils understand that making mistakes is a part of performing, and they are able to recover gracefully from errors during a performance. Pupils can listen to longer musical extracts and describe them using their knowledge of the inter-related dimensions of music, showing an improved musical vocabulary and comprehension. Pupils understand and can use chords in sequences, and recognize that particular sets of notes such as minor and major chords give music its characteristic emotional quality (e.g. minor chords for sad music, major chords for happy). Pupils are adept at using the inter-related dimensions to improve the quality of their own compositions. Pupils can create and perform more complicated rhythms, including semi-quavers and syncopation, both aurally and from musical notations. Pupils are capable of selecting appropriate sounds to achieve desired effects for specific purposes, such as using a strong beat on a drum to enhance dance music. Pupils can read and use simple staff notation in their musical performances.						