## MUSIC CURRICULUM - Disciplinary Knowledge

EYFS						
DISCIPLINARY	1. Sing alone, or in a group, with or without instruments to support.					
KNOWLEDGE	GE 2. Listen attentively, move to and talk about music, expressing their feelings and responses.					
	3. Encourage children to begin to listen to a range of different music.					
	4. Introduce children to music from the past.					
BREADTH						
	Expressive Arts and Design Curriculum					

KS1								
DISCIPLINARY	1. Use t	Use their voices and play tuned and untuned instruments musically, with some opportunities for performance.						
KNOWLEDGE	2. Liste	Listen with concentration to a range of high-quality live and recorded music, evaluating and commenting upon it.						
	3. Com	Compose by experimenting, creating, selecting and combining sounds using the inter-related dimensions of music, regularly reviewing work.						
	4. Com	Comment on music from a different historical period, knowing that music has changed over time.						
BREADTH								
Historical P	Periods	Pitch	Duration	Dynamics	Тетро	Timbre	Texture	
(Year A)		(Year A&B)	(Year A&B)	(Year A&B)	(Year A&B)	(Year A&B)	(Year A&B)	

LKS2								
DISCIPLINARY	1. F	1. Play and perform in ensemble contexts, using their voices and playing musical instruments with some accuracy, fluency, control and expression.						
KNOWLEDGE	<ol> <li>Listen to and appreciate a wide range of high-quality live and recorded music drawn from different traditions, historical periods and from great composers and musicians.</li> </ol>							
	<ol> <li>Compose simple pieces, reviewing, evaluating and adapting their piece as it develops.</li> <li>Compare and contrast music from an alternative period (e.g. Tudor period) to contemporary music.</li> </ol>							
	BREADTH							
Historical Peri (Year A&B)		Pitch (Year A&B)	Duration (Year A&B)	Dynamics (Year A&B)	Tempo (Year A&B)	Timbre (Year A&B)	Texture (Year A&B)	Famous Composers (Year A&B)

UKS2									
DISCIPLINARY	1.	1. Play and perform in solo and ensemble contexts, using their voices and playing musical instruments with increasing accuracy, fluency, control and expression.							
KNOWLEDGE	2.	2. Listen to and appreciate a wide range of high-quality live and recorded music drawn from different traditions, historical periods and from great composers and							
	musicians, commenting upon the features and impact on the listener.								
	3. Compose simple pieces for a range of purposes using musical notations; reviewing, evaluating and adapting their piece as it develops.								
	4. Compare and contrast music from different genres, different composers, and different historical periods.								
BREADTH									
Historical Perio	Historical Periods Pitch Duration Dynamics Tempo Timbre Texture Famous Comps ICT Composition								
(Year A)	ear A) (Year A&B)								

## MUSIC: Progression of Skills and Techniques

	KS1	LKS2	UKS2
Play and Perform	<ul> <li>Sing simple songs and chants (with actions) building rhythmic and melodic memory.</li> <li>Use voice to create sounds - humming, whispers, clicks and whistles.</li> <li>Start and stop together on direction.</li> <li>Begin to use correct technique when playing a range of percussion, brass, string and woodwind instruments.</li> <li>Keep a steady beat and copy simple rhythm patterns.</li> </ul>	<ul> <li>Sing rounds (canons) and partner songs, maintaining own part with some support.</li> <li>Sing songs with a simple ostinato part.</li> <li>Sing with a developing understanding of expression and dynamics.</li> <li>Perform simple rhythmic and melodic patterns on variety of percussion instruments.</li> <li>Read and play 3 notes on an instrument (eg recorders) with care and a degree of accuracy.</li> </ul>	<ul> <li>Confidently sing part songs and canons with control, expression, phrasing and dynamics.</li> <li>Play percussion instruments with an understanding of pitch and syncopated rhythms.</li> <li>Accurately maintain an independent part within a group in both instrumental and vocal performance.</li> <li>Perform with control, dynamics and awareness of others.</li> </ul>
Listening	<ul> <li>Talk about music heard with appropriate vocabulary.</li> <li>Begin to explore how music can affect emotions.</li> <li>Recognise how music enriches our lives</li> <li>Compare 2 contrasting pieces of music for dimensions such as pitch or tempo.</li> <li>Think of ways to improve their compositions.</li> <li>understand and identify beginning, middle and end and use of repetition and introduction.</li> </ul>	<ul> <li>Recognise the family groups within the orchestra and the importance of the conductor.</li> <li>Describe and give opinions of the music heard with some use of musical vocabulary.</li> <li>Discuss the emotional impact of a piece.</li> <li>Identify some of the structural and expressive aspects of the music heard (starts slowly and gets faster)</li> <li>Share ways to improve the composition of others</li> <li>develop an understanding of repetition (ostinato) and contrast (verse/chorus) structures and repeat signs.</li> </ul>	<ul> <li>Identify different ensemble combinations and instruments heard and their role within the ensemble (eg ostinato; melody).</li> <li>Describe and give opinions of the music heard with confident use of an extended range of musical terminology.</li> <li>Listen to music of differing genres (eg jazz, classical, blues) and compare and contrast the different styles.</li> <li>Discuss ways to improve the composition of others using musical dimensions as a guide.</li> <li>Develop an understanding of conventional musical structures (repeat signs, coda, drone/ostinato, rondo, theme and variations).</li> <li>Develop an understanding of the history of British music within the 19<sup>th</sup> century.</li> </ul>
Composing	<ul> <li>Create and clap own rhythms.</li> <li>Create patterns of sound – long/short, high/low, loud/soft (quiet).</li> <li>Use instruments to reflect a topic or add sound effects to a story.</li> <li>Invent symbols to represent sound and create a simple graphic score for pitch or duration that others can follow.</li> </ul>	<ul> <li>Represent sounds on a graphic score with symbols for a group performance.</li> <li>Create a soundscape using tuned and untuned percussion.</li> <li>Compose four bars of music using 3 notes with an understanding of note value and time signature.</li> <li>Staff notation: recognise notes on the stave and note values of quaver, crotchet and minim.</li> <li>Understand and use Italian musical terminology within vocal and instrumental composition.</li> <li>Begin to take part in improvisation sessions with confidence.</li> </ul>	<ul> <li>Represent sounds on a graphic score with symbols for group performance with an awareness of balance, tempo and dynamics</li> <li>Improvise with confidence and an awareness of rhythm, context and purpose.</li> <li>Group soundscape composition with instruments and vocals and a conductor.</li> <li>Compose four bars of music using up to 5 notes with an understanding of note value and time signature and melody.</li> <li>Staff notation: recognise notes on the stave and note values of semiguaver, guaver, crotchet, minim and semibreve.</li> </ul>
Pitch	Recognise and respond to high, low and middle sounds.	<ul> <li>Recognise and respond to higher and lower sounds and general shapes of a melody.</li> <li>Begin to recognise steps, leaps and repeated notes.</li> </ul>	<ul> <li>Identify steps, leaps and repeated notes</li> <li>Identify a major scale pattern</li> <li>Use pitch knowledge to recreate a piece on tuned instruments.</li> </ul>
Duration	<ul> <li>Recognise and respond to a pulse and patterns of long and short sounds.</li> </ul>	<ul> <li>Distinguish between a pulse and rhythm.</li> <li>Understand that rhythmic patterns fit to the beat.</li> <li>Begin to understand 4 metre rhythm pattern &amp; syncopated rhythms.</li> </ul>	<ul> <li>Understand 2, 3 and 4 metre and how rhythms fit into a steady beat.</li> <li>Recognise and use a syncopated rhythm.</li> </ul>
Dynamics	Understand loud, quiet and silence.	<ul> <li>Understand getting louder and quieter in finer graduations.</li> </ul>	<ul> <li>Understand how a wider range of dynamics can be used for expressive effect.</li> </ul>
Тетро	Understand fast and slow	<ul> <li>Understand getting faster and slower in finer graduations</li> </ul>	<ul> <li>Understand how a wider range of tempi can be used for expressive effect.</li> </ul>
Timbre	Identify different percussion sounds and how they are made	<ul> <li>Identify a range of instruments by name and how they are played.</li> <li>Discuss the quality of 'voice' of both instrumental and vocal pieces.</li> </ul>	<ul> <li>Discuss the 'quality' of voice of vocal and instrumental pieces.</li> <li>Identify families of instruments and ensemble combinations (samba, choir)</li> </ul>
Texture	Recognise and respond to one sound leading to many sounds.	Recognise different combinations of layers in music.	<ul> <li>Begin to understand different types of harmony (simple parts, use of chords, acappella)</li> </ul>
Famous Composers		Andrew Lloyd Webber     Wolfgang Amadeus Mozart	Elton John     Ludwig Van Beethoven
ICT Composition			<ul> <li>Use arranging or remixing skills on an ICT Composition programme to compose a piece of music exploring pitch, duration, dynamics, tempo, timbre and texture</li> </ul>