

SKILL DEVELOPMENT IN MUSIC

LO: TO COMPOSE TO PERFORM TO TRANSCRIBE

Key stage 1

Pupils should be taught to:

- ♣ use their voices expressively and creatively by singing songs and speaking chants and rhymes
- ♣ play tuned and untuned instruments musically
- ♣ listen with concentration and understanding to a range of high-quality live and recorded music
- ♣ experiment with, create, select and combine sounds using the inter-related dimensions of music.

Key stage 2

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 compose music for a range of purposes using the inter-related dimensions of music
- ♣ listen with attention to detail and recall sounds with increasing aural memory
- ♣ use and understand staff and other musical notations
- ♣ appreciate and understand a wide range of high-quality live and recorded music drawn from different traditions and from great composers and musicians
- ♣ develop an understanding of the history of music

1	2	3	4	5	6
Clap rhythms.	Follow instructions on how and when to sing or play an instrument.	Devise non-standard symbols to indicate when to play and rest.	Recognise the notes EGBDF and FACE on the musical stave.	Sustain a drone or a melodic ostinato to accompany singing.	Sing a harmony part confidently and accurately.
Create short, musical patterns.	Make and control long and short sounds, using voice and instruments.	Recognise the symbols for a minim, crotchet and semibreve and say how many beats they represent.	Use the terms: duration, timbre, pitch, beat, tempo, texture and use of silence to describe music	Hold a part within a round.	Create songs with verses and a chorus.
Create short, rhythmic phrases.	Create a mixture of different sounds (long and short, loud and quiet, high and low).	Use drones as accompaniments	Create accompaniments for tunes.	Use the standard musical notation of crotchet, minim and semibreve to indicate how many beats to play.	Combine a variety of musical devices, including melody, rhythm and chords.
	Imitate changes in pitch.	Sing from memory with accurate pitch.	Create repeated patterns with a range of instruments.	Understand and use the # (sharp) and ♭ (flat) symbols.	Understand and use the # (sharp) and ♭ (flat) symbols.
			Play notes on an instrument with care so that they are clear.	Use and understand simple time signatures.	Use and understand simple time signatures.
					Develop an understanding of the history of music.