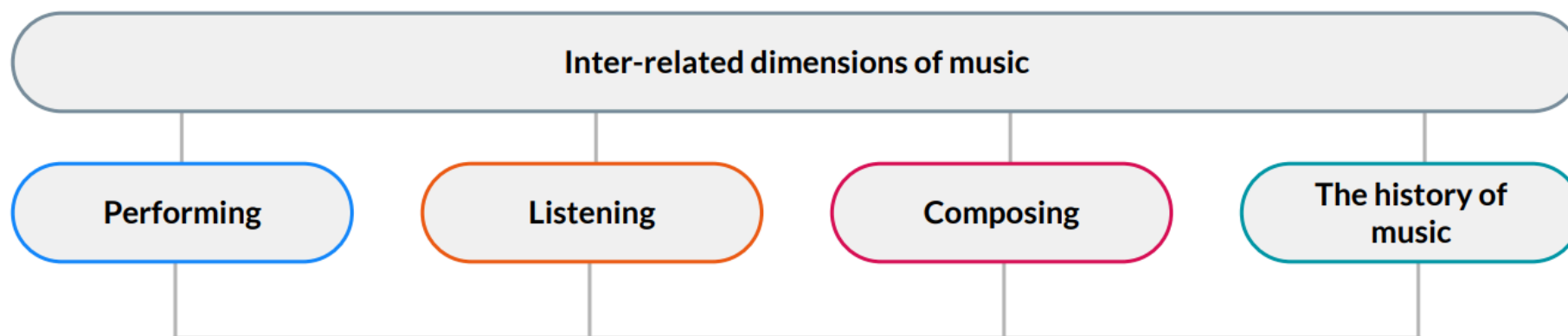


Music Knowledge and Skills Progression



Music Knowledge and Skills Progression				
Performing				
	Year 3	Year 4	Year 5	Year 6
*Also form part of the 'Inter-related dimensions of music' strand.	<ul style="list-style-type: none"> *Singing songs in a variety of musical styles with accuracy and control, demonstrating developing vocal technique. Singing and playing in time with peers, with some degree of accuracy and awareness of their part in the group performance. Performing from basic staff notation, incorporating 	<ul style="list-style-type: none"> *Singing longer songs in a variety of musical styles from memory, with accuracy, control, fluency and a developing sense of expression including control of subtle dynamic changes. Singing and playing in time with peers with accuracy and awareness of their part in the group performance. Playing melody parts on tuned instruments with accuracy and 	<ul style="list-style-type: none"> Singing songs in two or more parts, in a variety of musical styles from memory, with accuracy, fluency, control and expression. *Working as a group to perform a piece of music, adjusting dynamics and pitch according to a graphic score, keeping in time with others and communicating with the group. Performing with accuracy and fluency 	<ul style="list-style-type: none"> Singing songs in two or more secure parts from memory, with accuracy, fluency, control and expression. *Working as a group to perform a piece of music, adjusting the interrelated dimensions of music as required, keeping in time with others and communicating with the group. Performing a solo or taking a leadership role within a performance. Performing with accuracy and fluency from graphic and staff notation and from their own notation.



Music Knowledge and Skills Progression

	rhythm and pitch and being able to identify these symbols using musical terminology.	control and developing instrumental technique. <ul style="list-style-type: none"> Playing syncopated rhythms with accuracy, control and fluency. 	from graphic and simple staff notation. <ul style="list-style-type: none"> Playing a simple chord progression with accuracy and fluency. 	<ul style="list-style-type: none"> Performing by following a conductor's cues and directions.
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Listening				
	Year 3	Year 4	Year 5	Year 6
*Also form part of the 'Inter-related dimensions of music' strand.	<ul style="list-style-type: none"> *Discussing the stylistic features of different genres, styles and traditions of music using musical vocabulary (Indian, classical, Chinese, Battle Songs, Ballads, Jazz). Understanding that music from different parts of the world has different features. *Recognising and explaining the changes within a piece of music using musical vocabulary. *Describing the timbre, dynamic, and textural details of a piece of music, both verbally, and 	<ul style="list-style-type: none"> Recognising the use and development of motifs in music. *Identifying gradual dynamic and tempo changes within a piece of music. Recognising and discussing the stylistic features of different genres, styles and traditions of music using musical vocabulary (Samba, Rock and Roll). Identifying common features between different genres, styles and traditions of music. *Recognising, naming and explaining the effect of the 	<ul style="list-style-type: none"> *Recognising and confidently discussing the stylistic features of different genres, styles and traditions of music using musical vocabulary. (South African, West African, Musical, Theatre, Blues, Dance Remix.). *Representing the features of a piece of music using graphic notation, and colours, justifying their choices with reference to musical vocabulary. *Comparing, discussing and evaluating music using detailed musical vocabulary. *Developing confidence in using 	<ul style="list-style-type: none"> Discussing musical eras in context, identifying how they have influenced each other, and discussing the impact of different composers on the development of musical styles. Recognising and confidently discussing the stylistic features of music and relating it to other aspects of the Arts (Pop art, Film music). *Representing changes in pitch, dynamics and texture using graphic notation, justifying their choices with reference to musical vocabulary. Identifying the way that features of a song can complement one another to create a coherent overall effect.

Music Knowledge and Skills Progression

	<p>through movement. Beginning to show an awareness of metre.</p> <ul style="list-style-type: none"> *Beginning to use musical vocabulary (related to the inter-related dimensions of music) when discussing improvements to their own and others' work 	<p>interrelated dimensions of music.</p> <ul style="list-style-type: none"> *Identifying scaled dynamics (crescendo/decrescendo) within a piece of music. *Using musical vocabulary to discuss the purpose of a piece of music. *Using musical vocabulary (related to the inter-related dimensions of music) when discussing improvements to their own and others' work. 	<p>detailed musical vocabulary (related to the inter-related dimensions of music) to discuss and evaluate their own and others' work.</p>	<ul style="list-style-type: none"> *Use musical vocabulary correctly when describing and evaluating the features of a piece of music. Evaluating how the venue, occasion and purpose affects the way a piece of music sounds. *Confidently using detailed musical vocabulary (related to the inter-related dimensions of music) to discuss and evaluate their own and others' work.
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Composing				
	Year 3	Year 4	Year 5	Year 6
*Also form part of the 'Inter-related dimensions of music' strand.	<ul style="list-style-type: none"> Composing a piece of music in a given style with voices and instruments (Battle Song, Indian Classical, Jazz, Swing). Combining melodies and rhythms to compose a multi-layered composition in a given style (pentatonic). 	<ul style="list-style-type: none"> Composing a coherent piece of music in a given style with voices, bodies and instruments. Beginning to improvise musically within a given style. Developing melodies using rhythmic variation, transposition, inversion, and looping. 	<ul style="list-style-type: none"> Composing a detailed piece of music from a given stimulus with voices, bodies and instruments (Remix, Colours, Stories, Drama). Improvising coherently within a given style. *Combining rhythmic patterns (ostinato) into a multi-layered composition using all 	<ul style="list-style-type: none"> Improvising coherently and creatively within a given style, incorporating given features. Composing a multi-layered piece of music from a given stimulus with voices, bodies and Instruments. Composing an original song, incorporating lyric writing, melody writing and the composition of accompanying features, within a given structure.



Music Knowledge and Skills Progression

	<ul style="list-style-type: none"> • *Using letter name and rhythmic notation (graphic or staff), and key musical vocabulary to label and record their compositions. • *Suggesting and implementing improvements to their own work, using musical vocabulary. 	<ul style="list-style-type: none"> • *Creating a piece of music with at least four different layers and a clear structure. • *Using letter name, graphic and rhythmic notation and key musical vocabulary to label and record their compositions. • *Suggesting improvements to others' work, using musical vocabulary. 	<p>the inter-related dimensions of music to add musical interest. Using staff notation to record rhythms and melodies.</p> <ul style="list-style-type: none"> • *Selecting, discussing and refining musical choices both alone and with others, using musical vocabulary with confidence. • Suggesting and demonstrating improvements to own and others' work. 	<ul style="list-style-type: none"> • *Developing melodies using rhythmic variation, transposition and changes in dynamics, pitch and texture. • Recording own composition using appropriate forms of notation and/or technology and incorporating. • *Constructively critique their own and others' work, using musical vocabulary.
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The History of Music				
	Year 3	Year 4	Year 5	Year 6
*Also form part of the 'Inter-related dimensions of music' strand.	<ul style="list-style-type: none"> • Understanding that music from different times has different features. (Also part of the Listening strand) 	<ul style="list-style-type: none"> • *Recognising and discussing the stylistic features of different genres, styles and traditions of music using musical vocabulary. (Also part of the Listening strand) 	<ul style="list-style-type: none"> • *Recognising and discussing the stylistic features of different genres, styles and traditions of music using musical vocabulary. (Also part of the Listening strand) 	<ul style="list-style-type: none"> • *Discussing musical eras in context, identifying how they have influenced each other, and discussing the impact of different composers on the development of musical styles. (Also part of the Listening strand)

Music Knowledge and Skills Progression

The inter-related dimensions of Music				
	Year 3	Year 4	Year 5	Year 6
Pitch	<ul style="list-style-type: none"> To know that the group of pitches in a song is called its 'key' and that a key decides whether a song sounds happy or sad. To know that some traditional music around the world is based on five-notes called a 'pentatonic' scale. To understand that a pentatonic melody uses only the five notes C D E G A. 	<ul style="list-style-type: none"> To know that a bass line is the lowest pitch line of notes in a piece of music, and a walking bassline (where patterns of notes go up then down again) is common in rock and roll. To know that a glissando in music means a sliding effect played on instruments or made by your voice. To know that 'transposing' a melody means changing its key, making it higher or lower pitched. 	<ul style="list-style-type: none"> To understand that a minor key (pitch) can be used to make music sound sad. To understand that major chords create a bright, happy sound. To know that a 'bent note' is a note that varies in its pitch, eg the pitch may slide up or down. To understand that varying effects can be created using only your voice, for example by changing the pitch, dynamic or tempo of the sounds made. 	<ul style="list-style-type: none"> To know that the Solfa syllables represent the pitches in an octave. To understand that 'major' key signatures use note pitches that sound cheerful and upbeat. To understand that 'minor' key signatures use note pitches that can suggest sadness and tension. To know that a melody can be adapted by changing its pitch.
Duration	<ul style="list-style-type: none"> To know that different notes have different durations, and that crotchets are worth one whole beat. To know that written music tells you how long to play a note for. 	<ul style="list-style-type: none"> To know that combining different instruments playing different rhythms creates layers of sound called 'texture'. To know that playing 'in time' requires playing the notes for the correct duration as 	<ul style="list-style-type: none"> To know that 'poly-rhythms' means many different rhythms played at once. To know that the duration of a note or phrase in music can be shown using a repeated symbol or 	<ul style="list-style-type: none"> To understand that all types of music notation show note duration. To understand that representing beats of silence or 'rests' in written music is important as it helps us play rhythms correctly. To know that a quaver is worth half a beat, a crotchet



Music Knowledge and Skills Progression

		<p>well as at the correct speed.</p> <ul style="list-style-type: none"> To know that a motif in music can be a repeated rhythm. 	<p>the size of a symbol on a graphic score.</p>	<p>one whole beat and a minimum two whole beats.</p>
Dynamics	<ul style="list-style-type: none"> To know that the word 'crescendo' means a sound getting gradually louder. 	<ul style="list-style-type: none"> To know that changing the dynamics of a musical phrase or motif can change the texture of a piece of music. 	<ul style="list-style-type: none"> To understand that varying effects can be created using only your voice, for example by changing the pitch, dynamic or tempo of the sounds made. 	<ul style="list-style-type: none"> To know that a melody can be adapted by changing its dynamics.
Tempo	N/A	<ul style="list-style-type: none"> To know that playing in time means all performers playing together at the same speed. 	<ul style="list-style-type: none"> To understand that a slow tempo can be used to make music sound sad. To understand that varying effects can be created using only your voice, for example by changing the pitch, dynamic or tempo of the sounds made. 	<ul style="list-style-type: none"> To know that a melody can be adapted by changing its dynamics, pitch or tempo.
Timbre	<ul style="list-style-type: none"> To understand that the timbre of instruments played affects the mood and style of a piece of music. 	<ul style="list-style-type: none"> To know that grouping instruments according to their timbre can create contrasting 'textures' in music. To understand that both instruments and voices can create audio 	<ul style="list-style-type: none"> To understand that human voices have their own individual timbre, and that this can be adapted by using the voice in different ways. 	<ul style="list-style-type: none"> To know that timbre can also be thought of as 'tone colour' and can be described in many ways eg warm or cold, rich or bright



Music Knowledge and Skills Progression

		effects that describe something you can see.		
Texture	<ul style="list-style-type: none"> To know that many types of music from around the world consist of more than one layer of sound; for example a 'tala' and 'rag' in traditional Indian music. 	<ul style="list-style-type: none"> To know that combining different instruments and different rhythms when we compose can create layers of sound we call 'texture'. To understand that harmony means playing two notes at the same time, which usually sound good together. 	<ul style="list-style-type: none"> To understand that a chord is the layering of several pitches played at the same time. To know that poly-rhythms means many rhythms played at once. 	<ul style="list-style-type: none"> To understand that texture can be created by adding or removing instruments in a piece and can create the effect of dynamic change. To know that a 'counter-subject' or 'counter-melody' provides contrast to the main melody. To know that a counter-melody is different to harmony because it uses a different rhythm as well as complementary notes. To know that a 'polyphonic' texture means lots of individual melodies layered together, like in a canon.
Structure	<ul style="list-style-type: none"> To know that in a ballad, a 'stanza' means a verse. To know that music from different places often has different structural features, eg traditional Chinese music is based on the five-note pentatonic scale. 	<ul style="list-style-type: none"> To know that deciding the structure of music when composing can help us create interesting music with contrasting sections. An ostinato is a musical pattern that is repeated over and over; a vocal ostinato is a pattern created with your voice. 	<ul style="list-style-type: none"> To know that a loop is a repeated rhythm or melody, and is another word for ostinato. To know that 12-bar Blues is a sequence of 12 bars of music, made up of three different chords. 	<ul style="list-style-type: none"> To know that a chord progression is a sequence of chords that repeats throughout a song. To know that a canon is a musical structure or 'form' in which an opening melody is imitated by one or more parts coming in one by one. To know that a 'theme' in music is the main melody and that 'variations' are



Music Knowledge and Skills Progression

		<ul style="list-style-type: none"> To understand that musical motifs (repeating patterns) are used as a building block in many well-known pieces of music 		<p>when this melody has been changed in some way.</p> <ul style="list-style-type: none"> To know that ground bass is a repeating melody played on a bass instrument in Baroque music.
Notation	<ul style="list-style-type: none"> To understand that 'reading' music means using how the written note symbols look and their position to know what notes to play. 	<ul style="list-style-type: none"> To know that 'performance directions' are words added to music notation to tell the performers how to play. 	<ul style="list-style-type: none"> To know that simple pictures can be used to represent the structure (organisation) of music. To understand that in written staff notation, notes can go on or between lines, and that the lines show the pitch of the note. 	<ul style="list-style-type: none"> To know that 'graphic notation' means writing music down using your choice of pictures or symbols but 'staff notation' means music written more formally on the special lines called 'staves'. To know that chord progressions are represented in music by Roman numerals.