Music Curriculum



Together we Nurture, Inspire and Achieve

Listen	Milestone 1	Milestone 2	Milestone 2
This has been planned into assembly music. Please see assembly music document, The milestones are the focus within each year	 Y1 & Y2 Listen to a range of high quality live and recorded music. Listen with concentration and understanding to a range of high quality live and recorded music. 	 Y3 & Y4 Appreciate a wide range of high quality live and recorded music drawn from different traditions and from great composers and musicians. 	 Y5 & Y6 Appreciate and compare a wide range of high quality live and recorded music drawn from different traditions and from great composers and musicians
	quanty live and recorded music.	Appreciate and comment on a wide range of high quality live and recorded music drawn from different traditions and from great composers and musicians.	Paying attention to detail, appraise a wide range of high quality live and recorded music drawn from different traditions and from great composers and musicians. Recall sounds with increasing aural memory.

Perform	Milestone 1	Milestone 2	Milestone 2
	Y1 & Y2	Y3 & Y4	Y5 & Y6
This concept involves understanding that music is created to be performed	 Take part in singing, accurately following the melody. Follow instructions on how and when to sing or play an instrument. Make and control long and short sounds, using voice and instruments. Imitate changes in pitch. 	 Sing from memory with accurate pitch. Sing in tune. Maintain a simple part within a group. Pronounce words within a song clearly. Show control of voice. Play notes on an instrument with care so that they are clear. Perform with control and awareness of others. 	 Sing or play from memory with confidence. Perform solos or as part of an ensemble. Sing or play expressively and in tune. Hold a part within a round. Sing a harmony part confidently and accurately. Sustain a drone or a melodic ostinato to accompany singing. Perform with controlled breathing (voice) and skilful playing (instrument).

Compose	Milestone 1	Milestone 2	Milestone 2
	Y1 & Y2	Y3 & Y4	Y5 & Y6
This concept involves appreciating that music is created through a process which has a number of techniques.	 Create a sequence of long and short sounds. Clap rhythms. Create a mixture of different sounds (long and short, loud and quiet, high and low). Choose sounds to create an effect. Sequence sounds to create an overall effect. Create short, musical patterns. Create short, rhythmic phrases. 	 Compose and perform melodic songs. Use sound to create abstract effects. Create repeated patterns with a range of instruments. Create accompaniments for tunes. Use drones as accompaniments. Choose, order, combine and control sounds to create an effect. Use digital technologies to compose pieces of music. 	 Create songs with verses and a chorus. Create rhythmic patterns with an awareness of timbre and duration. Combine a variety of musical devices, including melody, rhythm and chords. Thoughtfully select elements for a piece in order to gain a defined effect. Use drones and melodic ostinati (based on the pentatonic scale). Convey the relationship between the lyrics and the melody. Use digital technologies to compose, edit and refine pieces of music.

Transcribe	Milestone 1	Milestone 2	Milestone 2
	Y1 & Y2	Y3 & Y4	Y5 & Y6
This concept involves understanding that compositions need to be understood by others and that there are techniques and a language for communicating them.	Use symbols to represent a composition and use then to help with a performance.	 Devise non-standard symbols to indicate when to play and rest. Recognise the notes EGBDF and FACE on the musical stave. Recognise the symbols for a minim, crotchet and semibreve and say how many beats they represent. 	 Use the standard musical notation of crotchet, minim and semibreve to indicate how many beats to play. Read and create notes on the musical stave. Understand the purpose of the treble and bass clefs and use them in transcribing compositions. Understand and use the # (sharp) and b (flat) symbols. Use and understand simple time signatures

Describe music	Milestone 1	Milestone 2	Milestone 2
	Y1 & Y2	Y3 & Y4	Y5 & Y6
This concept involves appreciating the features and effectiveness of musical elements.	Identify the beat of a tune. Recognise changes in timbre, dynamics and pitch.	 Use the terms: duration, timbre, pitch, beat, tempo, texture and use of silence to describe music. Evaluate music using musical vocabulary to identify areas of likes and dislikes. Understand layers of sounds and discuss their effect on mood and feelings 	 Choose from a wide range of musical vocabulary to accurately describe and appraise music including: pitch dynamics tempo timbre texture lyrics and melody sense of occasion expressive solo

Listening and Appreciation Focus		
	Composer/Theme	Music to focus on
Autumn 1	Wolfgang Amadeus Mozart	 Mozart's Sonata for Two Pianos in D major K448. Horn Concertos No. 1 in D major, K. 412 No. 2 in E flat major, K. 417 Horn Concertos No. 3 in E flat major, K. 447 No. 4 in E flat major, K. 495 Requiem Mass in D minor (<u>K.</u> 626) <u>The Marriage of Figaro</u> Eine Kline Nachtmusik
Autumn 2	Ludwig van Beethoven	 Symphony No. 41 in C major ("Jupiter"), K. 551 Moonlight Sonata Beethoven's Pathetique Sonata Fidelio String Quartet No. 14 in C sharp minor, Op. 131
	TCHAIKOVSKY:	 Fur Elise Waltz of the Flowers from the Nutcracker The Sugar Plum Fairy.
Spring 1	Benjamin Britten	Young Person's Guide to the Orchestra – variations
Spring 2	Edward Elgar	 Enigma Variations Pomp and Circumstance March No. 4 in G Major The Dreams of Gerontius Cello Concerto op 85 Chanson de Nuit and Chanson de Matin
Summer 1	Andrew Lloyd Webber	 The Phantom of the Opera Joseph & the Amazing Technicolor Dreamcoat Cats Starlight Express Amigos Para Siempre

Summer 2	John Williams	Harry Potter
		Hedwig's Theme
		Family Portrait
		Harry's Wondrous World
		The Dursleys' Theme
		Voldemort's Theme
		• Nimbus 2000
		Christmas at Hogwarts
		Dark Motif
		Magic Community
		Hogwarts' Forever!
		Jurassic Park
		Indiana Jones
		Star Wars
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