## The Discovery School EYFS/ KS1 Music Progression of Knowledge and Skills

## **Key to understanding this document:**

Black = National Curriculum objectives Blue = Knowledge Red = Skills, Green = Resources

At The Discovery School we understand the importance of our child<mark>ren</mark> knowing more, remembering more and doing more. With this in mind, we teach the children the knowledge they require, ensuring they have opportunities for the retrieval of knowledge and the chance to apply new skills during their learning.

Area of learning	EYFS	Year 1	Year 2	
The second secon	Children should be taught to:	Children should be taught to:	Children should be taught to:	
Model Music Curriculum (MMC) Key	Use their voice in different ways: speak,	Sing simple songs, <i>chants</i> and rhymes	Sing songs regularly with a pitch range	
Area: Singing	chant, sing.	(e.g. Boom Chicka Boom) from memory.	of <i>do-so</i> (fifth intervals) with increasing	
	AD		vocal control.	
NC objective: Use their voices	Perform different vocal patterns.	Sing collectively (in unison) and at the	30	
expressively and creatively by singing		same <i>pitch</i> , responding to simple visual	Sing songs collectively (in unison) and	
songs and speaking chants and rhymes.	Sing familiar songs, chants & rhymes.	directions (e.g. stop, start, loud, quiet)	sometimes in parts, with a small pitch	
		and counting in.	range (e.g. Rain, Rain Go Away), pitching accurately.	
	1,000,000,000,000,000,000,000,000,000,0	Sing simple songs with a very small		
	NOT THE RESERVE OF THE PARTY OF	range, mi-so (Cuckoo interval e.g. Hello,	Know the meaning of dynamics	
	120	How are You), then progress to slightly	(loud/quiet) and tempo (fast/slow).	
	VOICE TO THE PROPERTY OF THE P	wider intervals (e.g. Bounce High,	Name of the last o	
	044	Bounce Low).	Demonstrate an understanding of	
	William Control	Copy back intervals of an octave and	dynamics when singing by responding	
		fifth (high, low).	to the leader's directions and/or visual	
			symbols (e.g. crescendo, decrescendo,	
		Sing <b>pentatonic songs</b> (e.g. Dr	pause).	
		Knickerbocker).		
		Sing a wide range of call and response		
		songs (e.g. Pretty Trees Around the		
		World from Rhythms of Childhood), to		
		control vocal pitch and to match the		
		pitch they hear with accuracy.		
		Demonstrate good singing posture.		

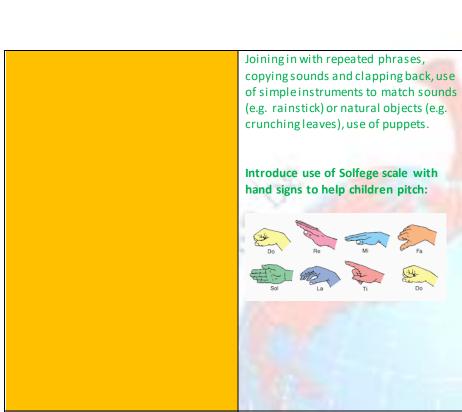
MMC Key Area: Listening	Recognise and respond to:	Listen to certain pieces of music and	Talk about how the song makes them
	High and low sounds, long and short	describe some of the pictures and	feel.
NC Objective: Listen with concentration	sounds, a steady beat, fast and slow, a	images they create in their imagination.	
and understanding to a range of high-	range of sound makers, one sound or		Identify and join in with different stead
quality live and recorded music	many sounds combined.	Join in with the steady beat	beats.
	Describe musical stories: same and different, happy and sad.	Describe tempo as fast or slow.	Describe tempo as fast or slow and compare different tempos.
	and sittly that be at	Describe dynamics as loud and quiet.	
	Begin to develop shared knowledge and		Describe dynamics as loud and soft,
	understanding of the stories and social context of the music they are listening	Join in with sections of the song eg. call and response.	getting louder and getting softer.
	to, singing and playing.		Identify and Join in with sections of the
	And the same of th	Begin to understand about different	song eg. Chorus.
	Listen to recorded performances and	styles of music.	Charles to the Hardward than the land of a country
	experience live music making in school.	Recognise the sounds of different	Start to talk about the style of a song.
		instruments and begin to name some of	Recognise and name some band and
		the instruments that they can hear.	orchestral instruments.
		Develop shared knowledge and	Start to talk about where music might
	100	understanding of the stories, traditions	fit into the world.
	VALUE OF THE PARTY	and social context of the music they are	
	200	listening to, singing and playing.	Develop shared knowledge and understanding of the stories, origins,
	V	Listen to recorded performances and	traditions, history and social context of
		experience live music making in school.	the music they are listening to, singing and playing.
		C C	Listen to recorded performances and
		Oils	experience live music making in and out of school (e.g. Music at Malling concert).
MMC Key Area: <i>Composing</i>	Choose the most appropriate sound to	Improvise simple vocal chants, using	Create music in response to a non-
	match a theme (such as an animal, weather or event)	question and answer phrases.	musical stimulus (e.g. a storm, a car race, or a rocket launch).

NC Objective: Experiment with, create,		Create musical sound effects and short	
select and combine sounds using the	Recognise and explore how sounds can	sequences of sounds in response to	Work with a partner to improvise
*inter-related dimensions of music.	be made and changed (such as holding	stimuli, e.g. a rainstorm or a train	simple question and answer phrases,
	a triangle by the string instead of with	journey.	be sung and played on untuned
	your hand).		percussion, creating a musical
		Combine sounds to make a story,	conversation.
	Explore the different sounds of	choosing and playing classroom	
	instruments.	instruments (e.g. rainmaker) or sound-	Explore improvisation within a major
	10	makers (e.g. rustling leaves).	scale using the notes: C D E, C G A, G A
		Understand the difference between	2
	C //	creating a rhythm pattern and a pitch	Use graphic symbols, dot notation and
	A STATE OF THE STA	pattern.	stick notation, as appropriate, to keep
	A CONTROL OF THE PARTY OF THE P	3 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2	record of composed pieces.
	AN CONTRACTOR OF THE PARTY OF T	Invent, retain and recall rhythmand	
	St. Contract of the Contract o	pitch patterns and perform these for	Use music technology, if available, to
	Control of the second	others, taking turns.	capture, change and combine sounds
		Recognise how graphic notation can	
		represent created sounds. Explore and	San Control
		invent own symbols.	-
MMC Key Area: Musicianship	Enjoys joining in with dancing and ring	Pulse/Beat	Pulse/Beat
(Performing)	games.	Walk, move or clap a steady beat with	Understand that the speed of the bea
	Co. All Co. Co.	others, changing the speed of the beat	can change, creating a faster or slowe
NC Objective: Play tuned and untuned instruments musically	Sings a few familiar songs.	as the tempo of the music changes.	pace (tempo).
	Begin to move rhythmically.	Use body percussion and classroom	Walkin time to the beat of a piece of
	The second secon	percussion to play rep <mark>eated rhythm</mark>	music or song (e.g. La Mourisque by
	Imitate movement in response to	patterns (ostinati) and short, pitched	Susato). Know the difference between
	music.	patterns on tuned instruments to	left and right to support coordination
		maintain a steady beat.	and shared movement with others.
	Demonstrate some awareness of beat	- Land	
	and mood.	Respond to the pulsein recorded/live	Begin to group beats in twos and three
		music through movement and dance.	by tapping knees on the first (stronge
	Tap out simple repeated rhythms.	Rhythm	beat and clapping the remaining beat
		Unithm	•

Begins to build a repertoire of song		Identify the beat groupings in familiar
and dances.	accurately, led by the teacher.	music that they sing regularly and listen
	Perform short repeating rhythm	Rhythm
	patterns (ostinati) while keeping in time	Play copycat rhythms, copying a leader,
	with a steady beat.	and invent rhythms for others to copy on untuned percussion.
C Landing	Perform word-pattern chants (e.g. ca-	
And the second s	ter-pil-lar crawl, fish and chips); create,	Create rhythms using word phrases as a
	retain and perform their own rhythm	starting point (e.g. Hel-lo Si-mon or Can
	patterns.	you come and play?).
7. ASSESSED 1912 1913	Pitch	Read and respond to chanted rhythm
AND DESCRIPTION OF THE PERSON	Listen to sounds in the local school	patterns, and represent them with stick
AVO MONTO	environment, comparing high and low	notation including crotchets, quavers
	sounds.	and crotchets rests.
	Sing familiar songs in both low and high	Create and perform their own chanted
	voices and talk about the difference in	rhythm patterns with the same stick
	sound.	notation.
	Explore sounds to enhance storytelling.	Pitch
	Fall avvei atives and aveals to evide	Play a range of singing games based on
DOM: THE RESERVE	Follow pictures and symbols to guide	the cuckoo interval (so-mi, e.g. Little Sally Saucer) matching voices
	singing and playing, (e.g. 4 dots = 4 taps on the drum).	accurately, supported by a leader
	on the drainy.	playing the melody.
	100 (0.23)	
		Sing short phrases independently within a singing game or short song.
		3 30 11 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1
		Respond independently to pitch
		changes heard in short melodic phrases,
		indicating with actions (e.g. stand up/sit
	4.34	down, hands high/hands low).
	man I am I am	

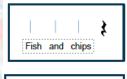
			Recognise dot notation and match it to 3-note tunes played on tuned percussion.
Key vocabulary for progression to be taught:	Begin to understand and use words and phrases such as: Sing, song, chant, rhyme, sound, fast, slow, loud, quiet.	Understand and use words and phrases such as: Voice, call, response, beat, rhythm, pitch, high, low, loud, soft, long, short, pattern, mood, instrument, perform.	Understand and use words and phrases such as: Pulse, tempo, getting faster/slower, getting louder/softer, symbols, notation, crotchets, quavers, rests, part, round, verse, chorus.
General Resources:	Charanga, Sing up, a range of tuned and untuned instruments appropriate for EYFS.	MMC (Model Music Curriculum) Guidance, Charanga, Sing Up, a range of tuned and untuned instruments appropriate for KS1.	MMC (Model Music Curriculum) Guidance, Charanga, Sing Up a range of tuned and untuned instruments appropriate for KS1.
Suggested resources for singing:	Singing should be an integral part of the EYFS day and incorporated across the curriculum. Repertoire should focus on:  Chants/ call and response phrases (e.g. Are you listening? Yes we are. Make a circle big and round etc)  Nursery Rhymes (e.g. Jack and Jill, Hot Cross Buns, Hickory Dickory Dock, Incy Wincey Spider, Row Row Row Your Boat)  Counting Songs (e.g. Five Little Speckled Frogs, Five Little Ducks, Ten in a Bed, Ten Green Bottles)  Well-known songs with actions (e.g. Head, Shoulders, Knees and Toes, Down in the Jungle, Wheels on the Bus)	Suggested repertoire for singing in Y1:  Sing for Pleasure: Boom Chicka Boom Voices Foundation: Have you Brought your Whispering Voice?  Voices Foundation: Hello, How are You Bance: Copy Kitten Voicelinks: I'm a Train Bounce High, Bounce Low Singing Sherlock: Dr Knickerbocker Dragon Dance Trad. Bangladesh: Mo matchi (Song of the Bees) Trad. Ghana: Kye Kye Kule Trad. England: An Acre of Land	Suggested repertoire for singing in Y2: Little Sally Saucer Trad. Star Light, Star Bright, First Star I See Tonight Trad. Hey, Hey, Look at Me Trad. Rain, Rain Go Away Trad. Acka Backa Voicelinks: The King is in the Castle Young Voiceworks: Ebeneezer Sneezer Trad. Oats and Beans and Barley Grow Singing Sherlock 1: Teddy Bear Rock n Roll Trad. Oliver Cromwell Trad. Lovely Joan Trad. Searching for Lambs Voicelinks: Fireworks Trad. Bangladesh: Hatti – ma tim tim (An Imaginary Bird) Trad. Bangladesh: Charti Kula beng (Four Fat Frogs)

			<ul> <li>Trad. Australia: I Got Kicked by a Kangaroo</li> <li>Trad. America: Built My Lady a Fine Brick House</li> <li>Sing Up: Paintbox</li> </ul>
Suggested resources for listening:	Children in EYFS should be exposed to a broad range of music and styles to develop their listening and musicianship skills.  This could include:  Music from Disney films (e.g. Fantasia, Frozen)  Music from ballets (e.g. The Nutcracker Sweet, Swan Lake)  Music for festivals celebrations:  Christmas songs and Carols  Chinese New Year - Dragon Dance  Pancake Day songs  Easter songs	Suggested repertoire for listening in Y1:  Western Classical: Mozart 'Rondo al la Turca' 20th Century: Holst 'Mars' from 'The Planets  Popular Music: Art pop: Kate Bush 'Wild Man' Blues: Ma Rainey 'Runaway Blues'  Musical Traditions: Samba (Brazil): Sérgio Mendes/Carlinhos Brown 'Fanfarra (Cabua-Le-Le)'	Suggested repertoire for listening in Y2: Western Classical: Renaissance: La Mourisque by Susato 20th Century: Ravel 'Bolero' 21st Century: 'Night Ferry' Anna Clyne  Popular Music: Rock n' Roll: 'Hound Dog' Elvis Presley Pop: 'With A Little Help from My Friends' The Beatles  Musical Traditions: Indonesia - Gamelan: 'Baris' Gong Kebyar of Peliatan
Suggested resources for composing and musicianship:	Body percussion: Clapping, tapping, walking, marching etc Classroom percussion: Shakers, sticks, claves, wood blocks, hand drums.  Movement: Stepping - speeding up and down with music, jumping, nodding, clapping, use of actions to show high and low sounds, use of scarves or ribbons to move with the music.  Storytelling:	Body percussion: Clapping, tapping, walking, marching etc Classroom percussion: Shakers, sticks, claves, wood blocks, hand drums. Tuned instruments: Small glockenspiels, chime bars (CDEFGA) Movement: Stepping (e.g. Mattachins from Capriol Suite by Warlock), Jumping (e.g. Trepak from The Nutcracker by Tchaikovsky) Walking on tiptoes (e.g. Scherzo from The Firebird Suite by Stravinsky). Storytelling:	Body percussion: Clapping, tapping (knees, shoulders), walking, marching, Classroom percussion: Shakers, claves, wood blocks, maracas, tambours, tambourines, finger bells. Tuned instruments: Glockenspiels, chime bars (CDE CGA, GAB, FGA) Songs for different beat groupings: In 2 - Maple Leaf Rag by Scott Joplin In 3 - The Elephant from Carnival of the Animals by Saint-Saëns  Example of dot notations to represent pitch:



Ascending xylophone notes to suggest Jack climbing the beanstalk, Quiet sounds created on a rainstick/shakers to depict a shower, Regular strong beats played on a drum to replicate menacing footsteps.

## **Examples of rhythm patterns:**





Examples of dot notation to represent beats:

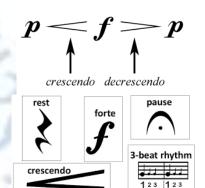






Visual symbols:

Crescendo = getting louder Decrescendo = getting softer



Glossary: (for teachers)

\*For a more comprehensive glossary see the Model Music Curriculum (MMC) Appendix 1 Inter-related dimensions of music:

**Pitch** - how high or low notes are

Duration - how long notes are
Dynamics - volume/loud and soft
Tempo - pulse/speed of music
Timbre - tone/mood/character of music
Texture - layers of instruments within music
Structure - how the music is put together
Musical notation - how music is written

## General musical terms:

acappella - music for voices only, without accompaniment

**bar** - a rhythmic grouping consisting of the number and type of beats indicated by the time signature. Notated with vertical lines on the stave

**body percussion** - using claps, stamps, slaps and tongue clicks etc. to create rhythmic patterns and sounds

**call and response** - a question and answer pattern in which a solo voice sings a phrase, and then a group of voices responds by singing something different

canon - two or more parts overlapping in exact i mitation (as seen in London's burning)

chant - rhythmic speech

**chord** - two or more notes played at the same time

crescendo - getting louder

decrescendo - getting softer interval - the pitch distance between two notes

intonation - the accurate pitching of musical
notes (good intonation = being 'in tune')
pentatonic scale - a five note scale

round - a nother name for a canon scale - a series of notes in ascending or descending order

time signature - numbers on the staff, located at the start of a piece, that show the number and type of beats in each bar unison - where a group of voices are all singing together at the same pitch

