

What Prior Knowledge should students have?

- Find and follow the pulse through movement and clapping
- How to represent high and low sounds, long and short sounds, using symbols and appropriate means of notation
- How to produce sounds on a range of tuned and untuned instruments
- Meaning of key terminology (tempo, pulse, pitch, rhythm)

What Skills will students learn (Disciplinary Knowledge)

- Playing tuned and untuned instruments musically
- Listen with concentration and appraise songs composed by one individual
- How to experiment with, create and improvise sounds using the inter-related dimensions of music (pitch, rhythm, pulse etc)

What key knowledge will be taught (Substantive Knowledge)

- A new song will be listened and appraised each week (genre, instruments used, how it makes us feel) – Carnival Of The Animals
- How to play notes B and A on the recorder
- Introduction to the term composers (someone who writes and records music and information on a composer (Saint- Saens)
- That music can purposefully be chosen and created to represent an idea (different movement for each animal)

Key Vocabulary

Definition

Key Vocabulary	Definition
Tempo	The speed of a beat: steady, fast or a slow beat.
Pulse/Beat/Metre	The steady beat of a piece of music.
Pitch (Melody)	High and low-pitched notes.
Rhythm	The combination of long and short sounds.
Crotchet	A quarter note
Minim	A half note

Diagram

- To compose and record their own music on a graphic score

