

**What Prior Knowledge should students have?**

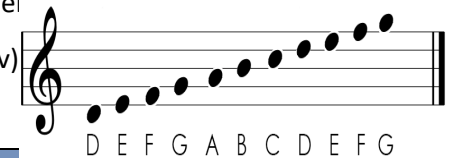
- Vocabulary (Tempo, pulse, pitch, rhythm, dynamics, texture)
- Standard notation (crotchet, minims)
- Moving and finding the steady beat.
- How to record music as a graphic score, dot notation or standard notation
- How to compose on the glockenspiel within a certain scale (C Major and G Major)

**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)
- Following standard notation when playing a song
- Choosing instruments that tell a story (instruments for characters)

**What key knowledge will be taught (Substantive Knowledge)**

- How to compose songs on the glockenspiel (C, D, F,) (G, A, B) and record using graphic scores, dot notation and some notes on a staff (4/4 time signature – 4 beats in a bar)
- A new song will be listened and appraised each week – same composer but each piece represents a different character (Prokofiev – Peter and the Wolf)
- The length of each note (Minim, crotchet and quaver)
- How to play a variety of notes on the recorder
- Information on a composer (Sergei Prokofiev)


**Diagram**

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.
Dynamics	If a section of music is loud or quiet.
Composer	An individual who creates their own piece of music and writes it down to be played again

**Note Lengths**
