

7. *Music*

	Milestone 1 (Y1& Y2)	Milestone 2 (Y3 & Y4)	Milestone 3 (Y5 & Y6)
To perform	<ul style="list-style-type: none"> • 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. 	<ul style="list-style-type: none"> • 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. 	<ul style="list-style-type: none"> • Sing or play from memory confidently. • 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 (repeated rhythm) to accompany singing. • Perform with controlled breathing (voice) and skilful playing (instrument).
To compose	<ul style="list-style-type: none"> • 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. 	<ul style="list-style-type: none"> • 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. 	<ul style="list-style-type: none"> • 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.

7. *Music*

	<ul style="list-style-type: none"> • Create short, rhythmic phrases. 																	
To transcribe	<ul style="list-style-type: none"> • Use symbols to represent a composition and use them to help with a performance. 	<ul style="list-style-type: none"> • 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. 	<ul style="list-style-type: none"> • 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 ♭ (flat) symbols. • Use and understand simple time signatures. 															
To describe music	<ul style="list-style-type: none"> • Identify the beat of a tune. • Recognise changes in timbre, dynamics and pitch. 	<ul style="list-style-type: none"> • 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. 	<ul style="list-style-type: none"> • Use a wide range of musical vocabulary. <table border="1" data-bbox="1339 863 2018 1145"> <tr> <td>pitch</td> <td>dynamics</td> <td>tempo</td> </tr> <tr> <td>timbre</td> <td>texture</td> <td>lyrics and melody</td> </tr> <tr> <td>sense of occasion</td> <td>expressive</td> <td>solo</td> </tr> <tr> <td>rounds</td> <td>harmonies</td> <td>accompaniments</td> </tr> <tr> <td>drones</td> <td>cyclic patterns</td> <td>combinations</td> </tr> </table> <ul style="list-style-type: none"> • Describe how lyrics often reflect the cultural context of music and have social meaning. 	pitch	dynamics	tempo	timbre	texture	lyrics and melody	sense of occasion	expressive	solo	rounds	harmonies	accompaniments	drones	cyclic patterns	combinations
pitch	dynamics	tempo																
timbre	texture	lyrics and melody																
sense of occasion	expressive	solo																
rounds	harmonies	accompaniments																
drones	cyclic patterns	combinations																
	Milestone 1 Y1 & Y2)	Milestone 2 (Y3 & Y4)	Milestone 3 (Y5 & Y6)															

7. *Music*