



PROGRESSION OF KNOWLEDGE

Music

| POS | EYFS 2020 | Year 1 | Year 2 | Year 3 | Year 4 | Year 5 | Year 6 |
|----------|--|---|--|---|--|--|--|
| Pitch | <ul style="list-style-type: none"> To understand that what 'high' and 'low' notes are. | <ul style="list-style-type: none"> To understand that pitch means how high or low a note sounds. | <ul style="list-style-type: none"> To know that some tuned instruments have a lower range of pitches and some have a higher range of pitches. To understand that a melody is made up from high and low pitched notes played one after the other, making a tune | <ul style="list-style-type: none"> To understand that a pentatonic melody uses only the five notes C D E G A. To know that some traditional music around the world is based on five-notes called a 'pentatonic' scale | <ul style="list-style-type: none"> To know that the group of pitches in a song is called its 'key' and that a key decides whether a song sounds happy or sad. To know that 'transposing' a melody means changing its key, making it higher or lower pitched. | <ul style="list-style-type: none"> To understand that varying effects can be created using only your voice, for example by changing the pitch, dynamic or tempo of the sounds made. | <ul style="list-style-type: none"> To know that the Solfa syllables represent the pitches in an octave. To understand that 'major' key signatures use note pitches that sound cheerful and upbeat. To understand that 'minor' key signatures use note pitches that can suggest sadness and tension. |
| Duration | <ul style="list-style-type: none"> To recognise that different sounds can be long or short. | <ul style="list-style-type: none"> To know that rhythm means a pattern of long and short notes. | <ul style="list-style-type: none"> To know that 'duration' means how long a note, phrase or whole piece of music lasts. To know that the long and short sounds of a spoken phrase can be represented by a rhythm. | <ul style="list-style-type: none"> To know that different notes have different durations, and that crotchets are worth one whole beat. To know that written music tells you how long to play a note for. | <ul style="list-style-type: none"> To know that playing 'in time' requires playing the notes for the correct duration as well as at the correct speed. To know that a motif in music can be a repeated rhythm. To know different notes have different durations, and that minims are worth two whole beats. | <ul style="list-style-type: none"> To know that the duration of a note or phrase in music can be shown using a repeated symbol or the size of a symbol on a graphic score. To know different notes have different durations, and that quavers are worth half a beat and semibreves are worth four whole beats. | <ul style="list-style-type: none"> To understand that representing beats of silence or 'rests' in written music is important as it helps us play rhythms correctly. To know that a dotted note is worth the note value plus half again. |
| Dynamics | <ul style="list-style-type: none"> To understand that instruments can be played loudly or softly. | <ul style="list-style-type: none"> To know that dynamics means how loud or soft a sound is. To understand that sounds can be adapted to change their mood, eg through dynamics. | <ul style="list-style-type: none"> To know that dynamics can change the effect a sound has on the audience | <ul style="list-style-type: none"> To know that the word 'crescendo' means a sound getting gradually louder. | <ul style="list-style-type: none"> To know that changing the dynamics of a musical phrase or motif can change the texture of a piece of music. | <ul style="list-style-type: none"> To understand that varying effects can be created using only your voice, for example by changing the pitch, dynamic or tempo of the sounds made. | <ul style="list-style-type: none"> To know that a melody can be adapted by changing its dynamics. |

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| Tempo | <ul style="list-style-type: none"> To recognise music that is 'fast' or 'slow'. To understand that we can match our body movements to the speed (tempo) or pulse (beat) of music. | <ul style="list-style-type: none"> To know that the 'pulse' is the steady beat that goes through music. To know that tempo is the speed of the music. | <ul style="list-style-type: none"> To understand that the tempo of a musical phrase can be changed to achieve a different effect. | | <ul style="list-style-type: none"> To know that playing in time means all performers playing together at the same speed. | <ul style="list-style-type: none"> To understand that a slow tempo can be used to make music sound sad. To understand that varying effects can be created using only your voice, for example by changing the pitch, dynamic or tempo of the sounds made. | <ul style="list-style-type: none"> To know that a melody can be adapted by changing its dynamics, pitch or tempo. |
| Timbre | <ul style="list-style-type: none"> To know that different instruments can sound like a particular character. | <ul style="list-style-type: none"> To know that 'timbre' means the quality of a sound; eg that different instruments would sound different playing a note of the same pitch. To know that my voice can create different timbres to help tell a story. | <ul style="list-style-type: none"> To know that musical instruments can be used to create 'real life' sound effects. To understand an instrument can be matched to an animal noise based on its timbre. | <ul style="list-style-type: none"> To understand that the timbre of instruments played affect the mood and style of a piece of music. | <ul style="list-style-type: none"> To know that grouping instruments according to their timbre can create contrasting 'textures' in music. To understand that both instruments and voices can create audio effects that describe something you can see. | <ul style="list-style-type: none"> To understand that human voices have their own individual timbre, and that this can be adapted by using the voice in different ways. | <ul style="list-style-type: none"> To know that timbre can also be thought of as 'tone colour' and can be described in many ways eg warm or cold, rich or bright. |
| Texture | <ul style="list-style-type: none"> To know that music often has more than one instrument being played at a time. | <ul style="list-style-type: none"> To know that music has layers called 'texture'. | <ul style="list-style-type: none"> To know that a graphic score can show a picture of the layers, or 'texture', of a piece of music. | <ul style="list-style-type: none"> To know that many types of music from around the world consist of more than one layer of sound. | <ul style="list-style-type: none"> To know that combining different instruments and different rhythms when we compose can create layers of sound we call 'texture'. To understand that harmony means playing two notes at the same time, which usually sound good together. | <ul style="list-style-type: none"> To understand that a chord is the layering of several pitches played at the same time. To know that poly-rhythms means many rhythms played at once. | <ul style="list-style-type: none"> To understand that texture can be created by adding or removing instruments in a piece and can create the effect of dynamic change. To know that a counter-melody is different to harmony because it uses a different rhythm as well as complementary notes. |

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| Structure | <ul style="list-style-type: none"> To recognise the chorus in a familiar song. | <ul style="list-style-type: none"> To know that a piece of music can have more than one section, eg a versed and a chorus. | <ul style="list-style-type: none"> To understand that structure means the organisation of sounds within music, eg a chorus and verse pattern in a song. | <ul style="list-style-type: none"> To know that music from different places often has different structural features, eg traditional Chinese music is based on the five-note pentatonic scale. | <ul style="list-style-type: none"> To know that deciding the structure of music when composing can help us create interesting music with contrasting sections. To understand that musical motifs (repeating patterns) are used as a building block in many well-known pieces of music. | <ul style="list-style-type: none"> To know that a loop is a repeated rhythm or melody, and is another word for ostinato. | <ul style="list-style-type: none"> To know that a chord progression is a sequence of chords that repeats throughout a song. To know that a 'theme' in music is the main melody and that 'variations' are when this melody has been changed in some way. |
| Notation | <ul style="list-style-type: none"> To know that signals can tell us when to start or stop playing. | <ul style="list-style-type: none"> To understand that music can be represented by pictures or symbols. | <ul style="list-style-type: none"> To know that 'notation' means writing music down so that someone else can play it. To know that a graphic score can show a picture of the structure and / or texture of music. | <ul style="list-style-type: none"> To understand that 'reading' music means using how the written note symbols look and their position to know what notes to play. | <ul style="list-style-type: none"> To know that simple pictures can be used to represent the structure (organisation) of music. | <ul style="list-style-type: none"> To understand that in written staff notation, notes can go on or between lines, and that the lines show the pitch of the note. | <ul style="list-style-type: none"> To know that 'graphic notation' means writing music down using your choice of pictures or symbols but 'staff notation' means music written more formally on the special lines called 'staves'. |

