

**Unit 5 Year 1 Progression of skills and knowledge**

**Key Learning Objectives**  
(Disciplinary Knowledge)

- **Demonstrate an understanding of simple musical structure**
- **Use technology to create and change sounds**
- **Comment on own and other people's performances using Yr 1 vocabulary learnt**

Substantive Knowledge

- Understand that technology can be used to capture and alter sounds and enhance live music making
- Understand that symbols or pictures can be used as graphic notation to record musical ideas.
- Understand the structure of call and response songs
- Know the meaning of the following vocabulary:

**Audio recording** – make a recording of sound

**Call and response** - Two distinct phrases, where the second phrase is heard as a direct response to the first.

**Dynamics** - the volume of sound

**Graphic score** - the representation of music through the use of visual symbols

**Lyrics** - the words to a song

**Music technology** - Using an electronic device or equipment to make music

**Pitch** - how high or low a note is

**Pulse** - the regular 'heartbeat' of a piece, holding the core timing together in a piece of music

**Rhythm**- A pattern of sounds played through time, formed by a series of notes

**Tempo** - the speed at which a piece of music is played

**Verse** - a section of a song where the tune stays the same but the words change each time

**Model Music Curriculum Coverage**

- Sing a wide range of call and response songs to control vocal pitch and match the pitch I hear with accuracy.
- Recognise how graphic notation can represent created sounds
- Create musical sound effects and short sequences of sounds in response to stimuli
- Walk, move or clap a steady beat with others, changing the speed of the beat as the tempo of the music changes.

LEICESTERSHIRE  
**MUSIC**