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Foundation

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Year 1

<p>Superheroes Play</p> <p>Explore the sound untuned percussion instruments make</p>	<p>Dinosaurs sing</p> <p>Sing in unison songs with a small range</p> <p>Sing simple, songs, chants and rhymes</p>	<p>Space – Compose (Up rockets, down rockets?)</p> <p>Improvise vocal chants, using ‘repeat after me’ phrases</p> <p>Understand the difference between creating rhythm and pitch patterns</p> <p>Invent, retain and recall rhythm and pitch patterns and perform these for others, taking turns.</p> <p>Respond to physical conducting signs for long, short, high and low sounds.</p>	<p>Around the World - Play</p>	<p>Gardener’s World – Sing</p> <p>Sing in unison confidently</p> <p>Sing a wide range of call and response songs</p>	<p>Water - Compose</p> <p>Create short musical sound effects and short sequences of sounds in response to stimuli</p> <p>Use percussion instruments</p> <p><i>use music technology to capture, change and combine sounds</i></p> <p>Recognise how graphic notation can represent created sounds. Explore and invent own symbols.</p>
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Year 2

<p>Great to be Me - Sing</p> <p>Sing in unison songs with an increasing range</p> <p>Sing simple songs with a small range to secure pitch and vocal control</p> <p>Perform in front of an audience</p>	<p>The Great Fire of London – Compose</p> <p>Create music in response to non-musical stimuli.</p> <p>Create music on untuned percussion.</p> <p>Use dot notation and stick notation to keep a record of composed pieces.</p>	<p>India - Play</p>	<p>Medicine - Sing</p> <p>Sing with an understanding of simple dynamics and tempo, responding to direction</p>	<p>Going Wild - Compose</p> <p>Improvise question and answer phrases in singing, creating a musical conversation.</p> <p>Use graphic symbols to keep a record of composed pieces.</p> <p><i>Use music technology to capture, change and combine sounds.</i></p>	<p>Inventions - Play</p>
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