## **Oakgrove School - Curriculum Matrix**



Year

Year 6

Egyptians (6 hours) - Sing

Sing songs with a widening range of structures and styles, including simple rounds and call and response songs

Sing unison songs tunefully

Using clapping and small movements when singing to keep to a steady beat

Mayans (9 hours). Compose

Improvise using tuned percussion instruments, inventing 'on-the-spot' responses using a limited note range.

Compose song accompaniments on untuned percussion using known rhythms and note values.

Mountains (12 hours) - Sing

Increase the range of song structures to songs with bridges as well as verse/chorus

Sing a range of unison songs expressively with a growing concept of the shape of phrases

Use actions, movements and clapping when singing to keep a steady tempo

Americas (18 hours) - Compose

Structure musical ideas (echo / call and response) to create music which has a beginning, middle and end. Compose in response to stories, verse, images and musical sources.

Combine known rhythmic notation with letter names to create rising and falling phrases using just three notes (do, re, mi) Use note letters, dots and lines to represent pitch and note duration.

Environment (12 hours) - Play

Introduction to Samba instruments

Use word chants to embed rhythms

Play tuned and untuned percussion instruments in time with increasingly accurate

Read dot notation to recognise and play higher/lower

Stone Age, Bronze Age, Iron Age (3 hours) -Sing

Sing songs from a widening range of styles

Sing unison songs expressively, listening to others

Use actions, movements and clapping when singing to keep a steady tempo

Volcanoes (12 hours) - Play

Experiment and trial a range of new pitched instruments

Develop playing techniques to create a sound on different instruments

Africa (12 hours) - Play

Make a pleasant, even tone on a tuned

Play a sequence of long and short notes

Listen to a short piece of music using one or two notes, follow on the stave and then play it

Play a short piece with a limited range of notes with others and in time

Oceans (12 hours) - Compose Improvise on the instrument they are now learning. Use legato and staccato features of music.

Sing and play short pentatonic phrases as selfstanding compositions. Compose music to create mood, using musical

components intentionally. Recognise major and minor keys. Use rhythm notation for crotchets, minims, rests and paired quavers.

Romans (6 hours) - Sing

Sing unison songs with an octave range and a range of time signatures, pitching accurately

Sing round and partner songs

Sing songs with simple 2-part harmonies

Begin to sing songs with small and large leaps

Local Study (9 hours) - Compose Begin to make compositional decisions about the overall structure of improvisations. Arrange notation cards of known values to create sequences of 2-, 3- or 4-beat phrases

Use tuned percussion and own instrument to give a range of sounds for composition. Use time signatures and staff notation.

arranged into bars.

Bridges (6 hours) - Play

Develop accuracy playing a small range of

Follow notation on a score when listening to a piece

Listen to pieces of music to identify a key instrument

Homes and Settlement (3 hours) - Play Produce a strong, even tone on a tuned instrument

Listen, follow and play music with a small group

Play in time to a backing track

Perform to a small audience Evaluate own performance

Space (9 hours) - Sing Sing a broad range of songs from an extended repertoire

Demonstrate phrasing, accurate pitch and an appropriate style for each song

Sing 3-part rounds, partner songs and chorus/verse songs

Sing songs with 2 part harmonies

Scandinavia (18 hours) - Compose Improvise freely over a drone, developing sense of shape and character, using tuned percussion and own instruments.

Compose melodies in C major or A minor (or in B flat for trumpet). Enhance melodies with rhythm or chord accompaniment. Compose a short ternary piece. Capture and record creative ideas using graphic symbols, rhythm notation and time signatures

Greeks (3 hours) - Compose Improvise over a simple groove, responding to the beat, creating a satisfying melodic shape; experiment with dynamics: Fortissimo and pianissimo, mezzo forte and mezzo piano.

Use chords to compose music to evoke an atmosphere, mood or environment. Capture and record creative ideas using staff notation.

Rivers (12 hours) - Play Play a tuned instrument confidently in a small group

Play a solo to a backing track

Listen to, and appreciate, a range of recorded vocal performances

Vikings (3 hours) - Play Play a full-sized instrument

Play a small range of notes fluently to a backing

Play as part of a group of similar instruments and as a solo

The UK (9 hours) - Compose Create music with multiple sections that include repetition and contrast. Use chord changes as part of an improvised sequence.

Compose melodies made from pairs of phrases in G major or E minor. Enhance melodies with rhythmic or chordal

accompaniment

Climate Change (15 hours) - Play Play advanced instruments with increasing confidence

Play with control and expression

Play as part of an orchestra with different instruments

WW2 (3 hours) - Compose Extend improvised melodies beyond 8 beats over a fixed groove, creating a satisfying melodic shape.

> Compose a ternary piece Create and record using IT)

Earthquakes (9 hours) - Sing

Sing a broad range of songs, including those with syncopated rhythms

Sing songs with 2 and 3 part harmonies

Sing 3- and 4- part rounds and partner songs

Endurance (18 hours) - Play Play an instrument confidently

Know when to begin to playing with a backing track

Play confidently as part of an orchestra