

RSS Music Skills Overview

National Curriculum Aims	The national curriculum for music aims to ensure that all pupils:	
	• perform, listen to, review and evaluate music across a range of historical periods, genres, styles and traditions, including the works of the great composers and	
	musicians	
	• learn to sing and to use their voices, to create and compose music on their own and with others,	
	have the opportunity to learn a musical instrument,	
	• use technology appropriately and have the opportunity to progress to the next level of musical excellence understand and explore how music is created,	
	produced and communicated, including through the inter-related dimensions: pitch, duration, dynamics, tempo, timbre, texture, structure and appropriate	
	musical notations	

National	Key stage 1 Pupils should be taught:		
Curriculum	 use their voices expressively and creatively by singing songs and speaking chants and rhymes 		
	play tuned and untuned instruments musically		
	 listen with concentration and understanding to a range of high-quality live and recorded music 		
	 experiment with, create, select and combine sounds using the inter-related dimensions of music. 		

ELG: Being Imaginative and Expressive Children at the expected level of development will:

- Invent, adapt and recount narratives and stories with peers and their teacher;
- Sing a range of well-known nursery rhymes and songs;

Perform songs, rhymes, poems and stories with others, and – when appropriate – try to move in time with music.

Progression of Skills				
Pitch	Year 1	Year 2		
Pitch-matching	Copy H/M/L sounds vocally (soh-me-lah-doh)	Copy changes in pitch vocally (Whole scale)		
Aural response	Respond to H/M/L sounds with movement and hand signs	Respond to H/M/L sounds with movement and hand signs		
Knowledge	Knowledge of ascending/descending sounds Knowledge of movement by step, skip and leap	Knowledge of ascending/descending sounds Knowledge of movement by step, skip and leap		
(Application and Appraisal)				
Notation	Introduce simple graphic notation (soh-me)	Introduce simple graphic notation (soh-me- doh)		
Composition		Select instruments of appropriate pitch for composition		
Rhythm	Copy/internalise simple rhythmic patterns	Copy/internalise simple rhythmic patterns		
Copying	Create simple rhythmic patterns	Create simple rhythmic patterns		
Creating	Know the term 'walk' and how to notate it	Know the term 'walk' and 'jogging' and how to notate them		
Knowledge and notation	Add ostinato patterns	Add ostinato patterns using walk and jogging		

Progression of skills		
	Year 1	Year 2
Structure	Beginning, middle and end	Beginning, middle and end
	Creating repeated patterns on scores	Creating repeated patterns on scores
	Verse and chorus/rounds	ABA (sandwich form)
Dynamics	Respond to loud/quiet sound in recorded music	Respond to loud/quiet sound in recorded music
	Respond to puppets getting louder/quieter	Respond to puppets getting louder/quieter
	Respond to hand signs	Respond to hand signs
	Create loud/quiet sounds	Create loud/quiet sounds
Duration	Can generate I/s body and vocal sounds.	Can generate I/s body and vocal sounds.
	Can sort percussion into I/s sounds	Can sort percussion into I/s sounds
	Can use simple puppets or symbols for each	Can use simple puppets or symbols for each
	Can change long to short and short to long sounds	Can change long to short and short to long sounds
		Can arrange sounds into patterns of I/s/I, s/I/s etc. and use simple symbols to represent these sounds
Pace and Pulse	Can respond to recorded music	Can respond to recorded music
	Can respond to a changing pace with control (body)	Can respond to a changing pace with control (body)
	Can respond to changes of beat with control (instrumental)	Can respond to changes of beat with control (instrumental)
	Can select pace when composing	Can select pace when composing
		Can respond to and understand a metre of 3 or 4
Timbre	Can use timbre to select and organise sounds into simple graphic scores	Can use timbre to select and organise sounds into simple graphic scores e.g. tappers/shakers/scrapers
	e.g. tappers/shakers/scrapers	Can use their knowledge of sounds to inform listening e.g. a drum plays a soldier's march
	Can use their knowledge of sounds to inform listening e.g. a drum plays a	To identify familiar environmental sounds e.g. door- bell/dog barking
	soldier's march	
	To identify familiar environmental sounds e.g. door- bell/dog barking	
Texture	Use different sounds/combinations of sounds when playing in groups e.g.	Use different sounds/combinations of sounds when playing in groups e.g. ostinato and drones
	cabassa and maracas together.	Comment on combination and arrangement of sounds (layering/unison)
	Add a simple drone or ostinato	Show how sounds can be layered and the effects of silence through graphic symbols
	Comment upon combinations of sounds	Identify combinations of instruments in recorded music
	Show how sounds can be layered through graphic symbols	
	Identify 3 or 4 classroom instruments played together	
Composition	Create sequences of sound	Create sequences of sound.
	Can organise sounds into a sequence	Can organise sounds into a sequence or with a beginning/middle/end
	Begin to combine sounds and to select the timbre and duration of sounds	Begin to combine sounds and to select thetimbre and duration of sounds
Improvisation	Can explore rhythmic patterns when given phrases or time values to work	Can explore rhythmic patterns when given phrases or time values to work with.
	with.	Can create simple clapped or played patterns.
	Can explore freely or within the confines of a given remit e.g. a high piece	Can explore freely or within the confines of a given remit e.g. a high piece or piece that moves by step or skip
	or piece that moves by step	
Listening	Can identify the shape of phrases, the use of instruments, the use of musical	Can identify the shape of phrases, the use of instruments, the use of musical elements such as dynamics, pitch
_	elements such as dynamics, pitch, rhythm, pace and duration	rhythm, pace and duration.
	Can begin to use words such as 'loud'/quiet', 'long/short' and 'fast/slow'	Can begin to use musical vocabulary such as 'pitch' and 'pulse' when responding.
	when responding	
Review and	Can suggest ways in which music might be improved using terms such as	Can suggest ways in which music might be improved using terms such as loud/quiet, fast/slow, high/low and
Evaluate	loud/quiet, fast/slow, high/low	talk about the work of others.
Performing	Children sing and play in school performances and assemblies in unison or	Children sing and play in school performances and assemblies in unison, canon or simple two-part
-	canon	arrangements

	They sing with good diction, expression and confidence	They sing with good diction, expression and confidence
Links to instrumental learning	Children pick out tunes by ear, encouraging aural awareness. They follow signs and symbols They begin to use two hands when playing	Children pick out tunes by ear, encouraging aural awareness. They follow signs and symbols They begin to use two hands when playing They respond to changing tempo and start to play together in large groups/as a class
Singing	Children copy soh-me-lah and soh-me-doh phrases accurately groups or individually. Some voices are not yet developed but follow the contours of the melody. Children sing songs from C to C' confidently and accurately and explore a greater range through games They sing in unison, canon and with a sung ostinato	Children copy soh-me-lah and soh-me-doh phrases accurately in groups or individually. Some voices are not yet developed but follow the contours of the melody. Children sing songs from C to C' confidently and accurately and explore a greater range through games They sing in unison, canon and with a sung ostinato
Use of staff and other notations	Children follow pictorial cues and puppets to show changes in pitch, duration and dynamics They start to use graphic notation to mark down ideas in a sequence or in a pattern. They use simple graphic representation of H/L and H/M/L sounds to notate their ideas	Children follow pictorial cues and puppets to show changes in pitch, duration and dynamics They start to use graphic notation to mark down ideas in a sequence, in a pattern or in a combination of sounds. They use simple graphic representation of H/L and H/M/L sounds to notate their ideas and play those of other children