

Core Skills	EYFS	Y1	Y2	Y3/4	Y5	Y6
Listening	Responding to music with movement, altering it to reflect the tempo, dynamics or pitch of the music. Exploring lyrics by suggesting appropriate actions. Exploring the story behind the lyrics or music. Listening to and following a beat using body percussion and instruments. Considering whether a piece of music has a fast, moderate or slow tempo. Listening to sounds and matching to the object or instrument. Listening to sounds and identifying high and low pitch. Listening to and repeating a simple rhythm. Listening to and repeating simple lyrics. Understanding that different instruments make different sounds and grouping them accordingly.	Recognising and understanding the difference between pulse and rhythm. Understanding that different types of sounds are called timbres. Recognising basic tempo, dynamic and pitch change Describing the character, mood, or 'story' of music they listen to (verbally or through movement) Describing the differences between two pieces of music Expressing a basic opinion about music (like/dislike) Listening to and repeating short, simple rhythmic patterns. Listening and responding to other performers by playing as part of a group.	Recognising timbre changes in music they listen to. Recognising structural features in music they listen to. Listening to and recognising instrumentation. Beginning to use musical vocabulary to describe music. Identifying melodies that move in steps. Listening to and repeating a short, simple melody by ear. Suggesting improvements to their own and others' work.	Instrument hold and embouchure. Buzzing and sound production. Finger placement. Valve/slide positions of 5 notes (in Bb treble clef). Faster note changes (less repeated note pieces). Notes below the stave (ledger lines B and A). Increased understanding of tonguing and awareness of tone. Pitching between open notes. Production of any of the previous notes without progression by step. Extending upper register. Valve/Slide positions of 8 notes. Introduction of bigger intervals/ jumps.	Sound: As well as before: Embouchure strength development. Developing sound production. Finger coordination Valve/slide positions of 7 notes (in Bb treble clef). Faster note changes (move to quaver patterns). Notes below the stave (ledger lines B, Bb, A, Ab and G). Build on accuracy of tonguing and fullness of tone. Pitching between chromatic notes. Production of any of the previous notes without progression by step Extending upper register to B and C. Valve/Slide positions of 8 notes Further development of interval leaps and increased tempo.	Discussing musical eras in context, identifying how they have influenced each other, and discussing the impact of different composers on the development of musical styles Recognising and confidently discussing the stylistic features of music and relating it to other aspects of the Arts Representing changes in pitch, dynamics and texture using graphic notation, justifying their choices with reference to musical vocabulary. Identifying the way that features of a song can complement one another to create a coherent overall effect. Use musical vocabulary correctly when describing and evaluating the features of a piece of music. Evaluating how the venue, occasion and purpose affects the way a piece of music sounds Confidently using detailed musical vocabulary (related to the interrelated dimensions of music) to discuss and evaluate their own and others work.

Composing	Playing untuned percussion 'in time' with a piece of music. Selecting classroom objects to use as instruments. Experimenting with body percussion and vocal sounds to respond to music. Selecting appropriate instruments to represent action and mood. Experimenting with playing instruments in different ways Using their voices to join in with well-known songs from memory Remembering and maintaining their role within a group performance Moving to music with instruction to perform actions Participating in performances to a small audience Stopping and starting playing at the right time	Selecting and creating short sequences of sound with voices or instruments to represent a given idea or character. Combining instrumental and vocal sounds within a given structure. Creating simple melodies using a few notes Choosing dynamics, tempo and timbre for a piece of music. Creating a simple graphic score to represent a composition Beginning to make improvements to their work as suggested by the teacher	Selecting and creating longer sequences of appropriate sounds with voices or instruments to represent a given idea or character. Successfully combining and layering several instrumental and vocal patterns within a given structure. Creating simple melodies from five or more notes Choosing appropriate dynamics, tempo and timbre for a piece of music. Using letter name and graphic notation to represent the details of their composition Beginning to suggest improvements to their own work.	Symbol: Minims, crotchets, semibreves, paired quavers and corresponding rests. Identifying 5 notes on the treble clef stave. Dotted notes and their values, groups of 4 semiquavers on one pitch. Reading rhythm patterns using symbols from last term. Dynamic and articulation notation. Identifying notes on the treble clef stave (low A – G on the stave). Additional time signatures 2/4 3/4. Repeated note Triplets. More complex rhythm patterns combined rhythms e.g. dotted quaver/semiquaver, quaver/ two semiquavers etc with support. Identifying all notes on the treble clef stave.	Recognising standard western notation symbols for rhythms using: Minims, crotchets, semibreves, paired quavers, semiquavers and corresponding rests. Securely identify 5 notes on the treble clef stave. Dotted notes and their values, groups of 4 quavers across different pitches. Reading rhythm patterns using symbols from last term. Securely identify dynamics. Identifying notes on the treble clef stave (ledger lines B, Bb, A, Ab and G). Additional time signatures 2/4 3/4. More complex rhythm patterns combined rhythms e.g. dotted quaver/semiquaver, quaver/ two semiquavers etc with support. Identifying all notes on	Improvising coherently and creatively within a given style, incorporating given features Composing a multilayered piece of music from a given stimulus with voices, bodies and instruments. Composing an original song, incorporating lyric writing, melody writing and the composition of accompanying features, within a given structure Developing melodies using rhythmic variation, transposition and changes in dynamics, pitch and texture. Recording own composition using appropriate forms of notation and/or technology and incorporating. Constructively critique their own and others' work, using musical vocabulary.
Performing	Using their voices to join in with well-known songs from memory Remembering and maintaining their role within a group performance Moving to music with instruction to perform actions Participating in performances to a small audience	Using their voices expressively to speak and chant Singing short songs from memory, maintaining the overall shape of the melody and keeping in time. Maintaining the pulse (playing on the beat) using hands, and tuned and untuned Instruments	Using their voices expressively when singing, including the use of basic dynamics (loud and quiet). Singing short songs from memory, with melodic and rhythmic accuracy Copying longer rhythmic patterns on untuned percussion instruments, keeping a steady pulse Performing expressively	Singing songs in a variety of musical styles with accuracy and control, demonstrating developing vocal technique. Singing and playing in time with peers, with some degree of accuracy and awareness of their part in the group performance	the treble clef stave. Singing songs in two or more parts, in a variety of musical styles from memory, with accuracy, fluency, control and expression. Working as a group to perform a piece of music, adjusting dynamics and pitch according to a graphic score, keeping in time with others and communicating with the group.	Singing songs in two or more secure parts from memory, with accuracy, fluency, control and expression. Working as a group to perform a piece of music, adjusting the interrelated dimensions of music as required, keeping in time and communicating with the group

	Stopping and starting playing at the right time	Copying back short rhythmic and melodic phrases on percussion instruments. Responding to simple musical instructions such as tempo and dynamic changes as part of a class performance. Performing from graphic notation.	using dynamics and timbre to alter sounds as appropriate Singing back short melodic patterns by ear and playing short melodic patterns from letter notation	Performing from basic staff notation, incorporating rhythm and pitch and able to identify these symbols using musical terminology	Combining rhythmic patterns (ostinato) into a multi-layered composition using all the inter-related dimensions of music to add musical interest. Using staff notation to record rhythms and melodies.	Performing a solo or taking a leadership role within a performance. Performing with accuracy and fluency from graphic and staff notation and from their own notation. Performing by following a conductor's cues and directions
Knowledge	To understand how to listen carefully and talk about what I hear. To know that there are special songs we can sing to celebrate events. To know that the beat is the steady pulse of a song. To understand that a piece of music can tell a story with sounds. To recognise that voices and instruments can imitate sounds from the world around us (eg. vehicles). To know that an orchestra is a big group of people playing a variety of instruments together. To know that sounds can be copied by my voice, body percussion and instruments. To understand that my voice or an instrument can match an action in a song. To recognise music that is 'fast' or 'slow.'	To know that rhythm means a pattern of long and short notes. To understand that the pulse of the music can change. To understand that pitch means how high or low a note sounds. To know that an instrument or rhythm pattern can represent a character in a story. To understand that tempo can be used to represent mood or help tell a story. To know that dynamics can change how someone listening feels about music. To know that pulse is the regular beat that goes through music. To know that sounds can help tell a story. 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	To know that dynamics can change the effect a sound has on the audience. To know that musical instruments can be used to create 'real life' sound effects. To understand that 'melody' means a tune. To know that a 'soundscape' is a landscape created using only sounds. To know that folk music represents the traditions or culture of a place and is often passed on by being played rather than written down. I know that a graphic score can show a picture of the structure of music. To know that the long and short sounds of a spoken phrase can be represented by a rhythm. To know that woodwind instruments, like flutes, are played by blowing air into or across a mouthpiece. To know that 'notation'	Connecting Sound and Symbol: Starting and stopping together (count in and following visual cues). Copycat games. Rhythm games. Dictation of rhythms. Verbalising written rhythms. Sing, play and identify 5 notes. Stagecraft, e.g. stage presence, holding instrument when not playing, performing with awareness others and as a soloist and respecting other performers. Composing/improvising. Solo performances. More independence in reading rhythms. Performing dynamic changes. Finger drill games/finger workout for more fluent note changes. Can comment on their own performance and give feedback on the performances of others.	Connecting Sound and Symbol: Starting and stopping together (count in and following visual cues). Copycat games. Rhythm games. Dictation of rhythms. Verbalising written rhythms. Sing, play and identify 6 notes. Stagecraft, e.g. stage presence, bowing, holding instrument when not playing Composing/improvising. Solo performances. More independence in reading rhythms. Performing dynamic changes. Finger drill games/finger workout for more fluent note changes. Can comment on their own performance and give feedback on the performance of others. Performance directions. Gradual changes in dynamics (crescendo and diminuendo).	To know that the conductor beats time to help the performers work well together. To know that 'Pack up your troubles in your old kit bag' and 'We'll meet again' are examples of songs popular during WW2 To know that a film soundtrack includes the background music and any songs in a film. To know that a 'theme' is a main melody in a piece of music. To know that a 'polyphonic' texture means lots of individual melodies layered together, like in a canon. To know that a chord progression is a sequence of chords that repeats throughout a song. To understand that improvisation means making up music 'on the spot'. To know that the Solfa syllables represent the pitches in an octave.
	To know that different	can create different	means writing music	Performance directions.	More varied tempos.	

instruments can sound like a particular character.

To know that the beat is the steady pulse of a song.

To know that music often has more than one instrument being played at a time.

To understand that instruments can be played loudly or softly.

To know that moving to music can be part of a celebration.

To understand that we can match our body movements to the speed (tempo) or pulse (beat) of music.

To understand what 'high' and 'low' notes are.

To recognise music that is 'fast' or 'slow.'

To understand that performing means playing a finished piece of music for an audience.

To know that music often has more than one instrument being played at a time.

To recognise that different sounds can be long or short.

To know that signals can tell us when to start or stop playing.

To recognise music that is 'fast' or 'slow'.

timbres to help tell a story.

To understand that 'tuned' instruments play more than one pitch of notes.

To know that your voice can be used as a musical instrument.

To understand that the pulse of music can get faster or slower.

To know that my voice, body and instruments can show fast and slow beats.

To know that music has layers called 'texture'.

To know that Sergei Prokofiev wrote 'Peter and the Wolf' for children in 1936.

To know that following a leader when we perform helps everyone play together accurately.

To know that body percussion means making sounds with your body not your voice, eg clapping or slapping knees.

To know that a piece of music can have more than one section, eg a versed and a chorus.

To understand that music can be represented by pictures or symbols.

down so that someone else can play it.

To know that a composer is someone who creates music and writes it down.

To know that 'duration' means how long a note, phrase or whole piece of music lasts.

To know that a graphic score can show a picture of the layers, or 'texture', of a piece of music.

To understand that structure means the organisation of sounds within music, eg a chorus and verse pattern in a song.

To know that stringed instruments, like violins, make a sound when their strings vibrate.

To understand that 'accompaniment' can mean playing instruments along with a song.

To understand that a motif is a 'sound idea' that can be repeated throughout a piece of music.

To know that a composition is a collection of musical elements, like the melody, percussion, dynamics etc that together make a piece of music.

To know that 'Tintagel' is an example of a 'symphonic poem' written by Arthur Bax in 1917.

To understand that the tempo of a musical phrase can be changed to achieve a different effect.

Gradual changes in dynamics (crescendo pla and diminuendo).

More varied tempos. Part playing/ ensemble playing.

Maintaining independent parts.

Sing, play and identify all notes learned.

Part playing/ ensemble playing.

Maintaining independent parts.

Sing, play and identify all notes learned.

To understand that 'major' key signatures use note pitches that sound cheerful and upbeat.

To know that 'variations' in music are when a main melody is changed in some way throughout the piece.

To know that music in which very similar parts are introduced one by one to overlap is called a canon.

To know that a melody can be adapted by changing its dynamics, pitch or tempo.

To understand that texture can be created by adding or removing instruments in a piece and can create the effect of dynamic change.

A 'counter-subject' or 'counter-melody' provides contrast to the main melody.

To understand that 'minor' key signatures use note pitches that can suggest sadness and tension.

To know that 'The Young Person's Guide to the Orchestra' was written in 1945 by Benjamin Britten.

To know that ground bass is a repeating melody played on a bass instrument in Baroque music.

To know that a brass instrument is played by vibrating your lips against the mouthpiece.

To understand that a melody is made up from high and low pitched notes played one after the other, making a tune.

To understand that an instrument can be matched to an animal noise based on its timbre.

To know that some tuned instruments have a lower range of pitches and some have a higher range of pitches.

To know that chord progressions are represented in music by Roman numerals.

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.

To know that a countermelody is different to harmony because it uses a different rhythm as well as complementary notes.

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'.

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 'countersubject' or 'countermelody' provides contrast to the main melody.

To understand that all types of music notation show note duration.

To know that a countermelody is different to harmony because it uses a different rhythm as well as complementary notes.

To know that a canon is a musical structure or 'form'

Skills and Progression Map

		in which an opening melody is imitated by one or more parts