

# Reception

## Expressive Arts and Design: Being Imaginative and Expressive - Music

### Autumn 1/2

<p>Busy City (Music) Who Shall I be today?</p>	<ul style="list-style-type: none"> <li>• <b>Singing</b> is to perform songs or tunes using our voices.</li> <li>• <b>Recorded music</b> can be replayed after the performance has ended.</li> <li>• <b>Rhythm</b> is the music's pattern in time (counted). (Beat/Pulse)</li> <li>• <b>Tempo</b> is the speed of the music.</li> </ul>
<p>The Nativity Fabulous Food</p>	

### Spring 1/2

<p>A story from long ago Let's go Green</p>	<ul style="list-style-type: none"> <li>• <b>Singing</b> is to perform songs or tunes using our voices.</li> <li>• <b>Recorded music</b> can be replayed after the performance has ended.</li> <li>• <b>Rhythm</b> is the music's pattern in time (counted). (Beat/Pulse)</li> <li>• <b>Dynamics</b> are how loud or quiet the music is.</li> </ul>
<p>Who Shall I be today? Our Growing World</p>	

### Summer 1

	Musical Learning	Key Musical Vocabulary
<p>Shake my Sillies</p> <p>Timbre, pitch (higher/lower), tempo (faster/slower), beat.</p>	<ul style="list-style-type: none"> <li>• Listen to music and show the beat with actions. Sing an action song with changes in speed.</li> <li>• Play along with instruments.</li> <li>• Represent animals with different sounds/instruments.</li> <li>• Perform a sound story as a class.</li> </ul>	<ul style="list-style-type: none"> <li>• Duration: rests.</li> <li>• Louder, quieter.</li> <li>• Pitch: higher sounds, lower sounds.</li> <li>• Structure: verse and chorus.</li> <li>• Tempo: faster, getting faster, slower, getting slower.</li> <li>• Timbre: quality of sounds (e.g. squeaky, booming etc.).</li> </ul>

### Summer 2

	Musical Learning	Key Musical Vocabulary
<p>Down there Under the Sea</p>	<ul style="list-style-type: none"> <li>• Compose new words and actions to <i>Down there under the sea</i>.</li> <li>• Sing a call-and-response song.</li> <li>• Play sea sound effects.</li> <li>• Play a stepping tune using the notes C-D-E.</li> <li>• Listen and move to pieces of music inspired by the sea.</li> </ul>	<ul style="list-style-type: none"> <li>• Dynamics: getting louder, getting quieter.</li> <li>• Pitch: stepping note, leap, notes C-D-E, higher, lower.</li> <li>• Structure: call-and-response.</li> <li>• Tempo: getting slower/faster.</li> <li>• Timbre: shaker, scraper, chime tree, chime bars, glockenspiel, xylophone, ocean drum, rain stick.</li> </ul>