

DARWEN ST JAMES' C OF E PRIMARY ACADEMY MUSIC LONG TERM PLAN



AUTUMN	SPRING	SUMMER	
-Explore the musical instruments -An introduction to different types of music, calming, relaxing music Autumn 1- Itsy Bitsy spider Autumn 2- Humpty Dumpty	-Use the musical instruments to create sounds. -Creating sounds by tapping, blowing Spring 1- Hickory Dickory Spring 2- Twinkle twinkle little star	Beginning to make meaningful actions to music. -Looking at fast and slow -Joins in singing songs Summer 1- Row row row your boat Summer 2- Old Macdonald had a farm	
P - Learn new songs and use puppets to act out the songExpress themselves through actions or sounds Use objects that represent something else Move your body to a beat or music. Autumn 1 - Head, shoulders, knees and toes Autumn 2 -We're going on a bear hunt	-Use musical instruments to link with songs. -Joining in with favourite songs Spring 1- I'm a little teapot Spring 2 - Little Miss Muffet	-Create movements to music and actionsFollow a beat with the musical instruments -Make different sounds independently using the musical instruments. Summer 1- Mary, Mary Quite Contrary Summer 2- There was an old woman who swallowed a fly	
Exploring sound 1. To explore using voices to make a variety of sounds. 2. To explore how to use our bodies to make sounds. 3. To explore the sounds of different instruments. 4. To identify sounds in the environment and differentiate between them. Music and movement 1. To understand why songs have actions. 2. To learn some simple Makaton signs to accompany a song. 3. To explore pitch and tempo through scarf dancing and body movement.	Transport 1. To explore creating sound effects. 2. To explore making sounds at different speeds. 3. To explore moving to different tempos. 4. To interpret symbols to show a change in speed. 5. To interpret a simple score to show tempo changes.	 Big Band To discuss what makes a musical instrument. To use recyclable materials to create a simple representation of a musical instrument. To learn what an orchestra is; to learn about the four different groups of musical instruments. To copy and follow a beat; to follow a beat using an untuned instrument. To experiment with playing tuned and untuned instruments; to play in time to familiar songs. To choose appropriate instruments to represent different parts of a song; to perform a practised song to a small audience. 	
Keeping the pulse 1. To demonstrate an understanding of pulse using parts of the body. 2. To keep a pulse and show a sound pattern using bodies and voices. 3. To play short rhythms in time with the pulse. Sound patterns (Fairy tales) 1. To explore and change dynamics using the voice. 2. To experiment with creating different sounds using a single instrument. 3. To read simple rhythmic patterns comprising of one beat sounds and one beat rests. 4. To play sound patterns in time with the pulse using a visual stimulus.	Pitch (Superheroes) 1. To identify high- and low-pitched sounds. 2. To explore pitch by creating two-pitch patterns. 3. To demonstrate tempo changes. 4. To create a superhero theme tune with a variety in tempo and pitch. 5. To rehearse and refine a piece of superhero music showing a change of pitch and tempo. 6. To perform a piece of superhero music showing a change of pitch and tempo.	 Musical symbols (Under the sea) To explore tempo changes through movement. To explore how dynamics can be represented by different symbols. To clap simple rhythmic patterns while keeping the pulse. To interpret symbols to demonstrate a pitch pattern. To rehearse and refine a group performance to demonstrate dynamics, pitch and rhythm. To perform as part of a group to demonstrate dynamics, pitch and rhythm. 	



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Call and Response (Animals) 1. To create short sounds with varied dynamics that represent an animal. 2. To copy a short sound pattern. 3. To explore call and response using instruments. Instruments (Musical storytelling) 1. To explore listening and analysing a piece of music in relation to a story. 2. To explore how music and sound effects can tell a story. 3. To select appropriate sounds to match events, characters and feelings in a story. 4. To suggest appropriate sounds to represent parts of a story.	Structure (Myths and legends) 1. To read and clap a rhythm based on a phrase from a story. 2. To hear, write and clap rhythms based on a phrase from a story. 3. To use a rhythm in different ways to demonstrate structure. 4. To create a structure using rhythmic patterns. 5. To perform a group composition.	 Pitch (Musical me) To understand and practice reading different symbols to show pitch. To sing and draw pitch patterns. To read and understand the notation for the song 'Once a Man Fell in a Well.' To use a tuned percussion instrument to play a song. To complete the notation for a short song using a three-line stave.(1) To complete the notation for a short song using a three-line stave.(2)
Ballards 1. To use musical vocabulary to explain the stylistic features of a ballad. 2. To explore how actions can impact performance. 3. To plan a musical structure inspired by a story. Developing singing technique (The Vikings) 1. To sing in time with others. 2. To recognise simple rhythmic notation by ear and by sight. 3. To use simple rhythmic notation to compose a Viking battle song. 4. To perform music with confidence and discipline.	 Pentatonic melodies and composition (Chinese New Year) To learn about the music used to celebrate the Chinese New Year festival. To play a pentatonic melody on a tuned percussion instrument To write and perform a pentatonic melody. To perform a group composition. Perform a piece of music as a group. 	Traditional instruments and improvisation (India) 1. To form an opinion of Indian music. 2. To be able to improvise using given notes. 3. To be able to improvise using given notes. 4. To create a piece of music using a drone, rag and tal. 5. To rehearse a piece of music using musical notation. 6. To perform a piece of music using musical notation.
Body and tuned percussion (Rainforests) 1. To identify structure and texture in music. 2. To use body percussion. 3. To create musical rhythms using body percussion. Changes in pitch, tempo and dynamics (Rivers) 1. To sing in two parts using expression and dynamics. 2. To recognise key elements of music. 3. To perform a vocal ostinato. 4. To create and perform an ostinato.	Samba and carnival sounds and instruments 1. To recognise and identify the main features of samba music. 2. To understand and play syncopated rhythms. 3. To play syncopated rhythms as part of a group. 4. To compose a basic rhythmic break. 5. To perform rhythmic breaks within a samba piece.	Adapting and transposing motifs (Romans) 1. To sing in tune and on time. 2. To understand what a musical motif is. 3. To compose and notate a motif. 4. To develop and transpose a musical motif. 5. To combine different versions of a musical motif. 6. To perform different versions of a musical motif.
Composition notation (Ancient Egypt) 1. To sing with accuracy, fluency, control and expression. 2. To explore and use different forms of notation. 3. To understand note length. 4. Read simple pitch notation. Blues 1. To know some features of blues music. 2. To play the first line of the 12-bar blues. 3. To be able to play the blues scale on a tuned instrument.	 South and West Africa To sing a traditional African song unaccompanied. To use tuned percussion to play a chord progression. To use vocals or tuned percussion to perform a piece of music as an ensemble. To play call and response rhythms using percussion instruments. To create an eight-beat break to play within a performance. 	Composing to represent the festival of colour (Holi festival) 1. To understand that music can be represented with colours. 2. To represent a piece of music as a graphic score. 3. To create a vocal composition based on a picture. 4. To create a piece of music inspired by a single colour. 5. To work as a group to rehearse a piece of music. 6. To work as a group to perform a piece of music.



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Υ	Dynamics, pitch and tempo (Fingal's Cave)		Baroque	
Е	1.	To appraise the work of a classical composer (Felix Mendelssohn).	1.	To understand the
A	2.	To improvise as a group, using dynamics and pitch.		opera.
K Z	3.	To improvise as a group, using texture.	2.	To read and play
•	Theme and variations (Pop art)		3.	To demonstrate a

- 1. To explore the musical concept of theme and variations.
- 2. To compare and contrast different variations in the piece The Young Person's Guide to the Orchestra.
- 3. To use complex rhythms to be able to perform a theme.
- 4. To play TIKI-TIKI, TI-TIKI and TIKI-TI rhythms in 3/4 time.

- 1. To understand the importance of Monteverdi in the history of opera.
- 2. To read and play a canon from staff notation.
- 3. To demonstrate an understanding of Baroque music features when composing.
- 4. To combine knowledge of staff notation and aural awareness to play a fugue.
- 5. To apply their understanding of fugue structure when performing with others.

Composing and performing a levers song.

- 1. To listen to and describe music.
- 2. To write lyrics for a song.
- 3. To organise lyrics into a song structure.
- 4. To use vocal improvisation and known melodies against a backing track
- 5. To compose a melody.
- 6. To compose a verse melody.