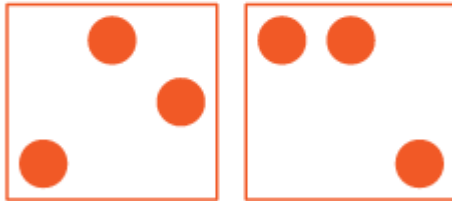


## Crash! Bang! Wallop! – Year 1 – Summer 2

### Pitch

Actions can show changes in **pitch**. Standing up or raising your hands can show a high-**pitched** note. Sitting down or lowering your hands can show a low-**pitched** note.



Dot notation can be used to show the **pitch** of notes.

A higher dot means a higher note. A lower dot means a lower one.

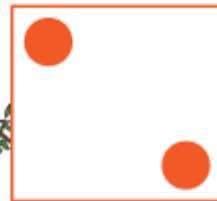
### Singing

Listen carefully when you are singing and try to sing the **pitch**s correctly.

A leader might use actions or symbols to help you think about **dynamics** and **tempo** while singing.



Some songs use the cuckoo interval. This is when two notes make the sound of a cuckoo when they are played. The notes are often two notes apart in a scale.



### Beat

We can mark the **beat** of a piece of music by tapping or clapping.

Sometimes, the **beat** changes so the **tempo** becomes faster or slower. If this happens, slow down or speed up your **beat** to match the new **tempo**.



### Beat Groupings

We can group **beats** by doing actions, such as clapping on the first strongest **beat** and tapping our knees for the other two or three **beats**.

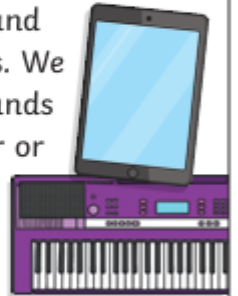


### Composing

This is when we create our own music. We can improvise by making up a piece of music on the spot.

We can create music in pairs where one part sounds like a question and the next part sounds like an answer.

We can use keyboards and tablets to record sounds. We can also change the sounds by making them quieter or louder, faster or slower or changing the voice making the sound.



We can write down our compositions using dot notation, stick notation or symbols like these:



## Crash! Bang! Wallop! – Year 1 – Summer 2

Key Vocabulary	
<b>object</b>	A thing that can be used. For example a door, chair, car, table are all <b>objects</b> .
<b>material</b>	<b>Materials</b> are what an <b>object</b> is made from.
<b>hard</b>	Not easily broken or bent.
<b>soft</b>	If something is <b>soft</b> , it is easy to cut, fold or change the shape of.
<b>stretchy</b>	Can be pulled to make it longer or wider without breaking.
<b>shiny</b>	Reflects light easily.
<b>dull</b>	Doesn't reflect light. Doesn't look bright or <b>shiny</b> .
<b>rough</b>	If something is <b>rough</b> , it feels and looks uneven or bumpy.

### Key Knowledge

#### Materials:



plastic



wood



metal



water



glass

### Key Knowledge

#### Materials:



brick



fabric



paper



stone

### Key Vocabulary

<b>smooth</b>	<b>Smooth objects</b> have no lumps or bumps.
<b>bendy</b>	<b>Bendy</b> things can be <b>bent</b> easily into a curved or folded shape.
<b>not bendy</b>	If something is <b>not bendy</b> , it can't be bent easily into a curved or folded shape.
<b>waterproof</b>	If something is <b>waterproof</b> , it keeps water out. It keeps things dry.
<b>not waterproof</b>	<b>Not waterproof materials</b> let water in.
<b>absorbent</b>	If something is <b>absorbent</b> , it soaks liquid up.
<b>not absorbent</b>	If something is <b>not absorbent</b> , it does not soak up liquid.
<b>transparent</b>	<b>Transparent objects</b> can be seen through.
<b>opaque</b>	<b>Opaque objects</b> can't be seen through.