

Prior knowledge

Vocabulary

Rhythm - Variable sound patterns that fit over a steady pulse or beat.

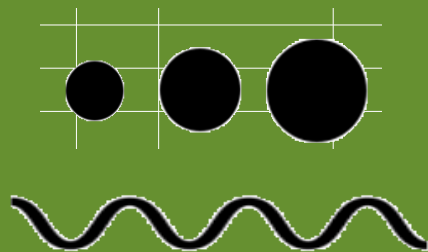
Pitch - How high or low a note is.

Tempo - The speed or pace of music (fast/slow)

Steady beat - A basic unit of time marking out the speed at which the music is played.

Notation

I can represent sounds using graphic notation.



Vocabulary

Dynamics

Volume that you play/hear music (loud/quiet).

Crescendo



Gradually getting louder.

Decrescendo



Gradually getting quieter.

Pause



Tells you to hold the note or rest for slightly longer than its written value.

Crotchet



A note worth one beat.

Quaver



A note worth half a beat (half a crotchet).

Crotchet rest



A moment of silence in music worth 1 beat.

Notation

- I can use dot notation to represent a 3 note tune.



- I can use stick notation to represent rhythmic patterns.



Musicianship

- I can find the **steady beat** by clapping/tapping.
- I can **group beats** in twos and threes by tapping knees on the first (strongest) beat.
- I can **copy and invent** rhythmic patterns.
- I can recognise when a pitch changes.
- I can match dot notation to three note tunes.