

Music Progression Knowledge	Pitch	Duration	Dynamics	Tempo	Timbre	Texture	Structure	Notation
<b>EYFS</b>	<ul style="list-style-type: none"> <li>• What 'high' and 'low' notes are.</li> </ul>	<ul style="list-style-type: none"> <li>• Different sounds can be long or short.</li> </ul>	<ul style="list-style-type: none"> <li>• Instruments can be played loudly or softly.</li> </ul>	<ul style="list-style-type: none"> <li>• To recognise music that is 'fast' or 'slow'.</li> <li>• We can match our body movements to the speed (tempo) or pulse (beat) of music.</li> </ul>	<ul style="list-style-type: none"> <li>• Different instruments can sound like a particular character.</li> </ul>	<ul style="list-style-type: none"> <li>• Music often has more than one instrument being played at a time.</li> </ul>	<ul style="list-style-type: none"> <li>• Recognise the chorus in a familiar song</li> </ul>	<ul style="list-style-type: none"> <li>• Signals can tell us when to start or stop playing.</li> </ul>
<b>Year 1</b>	<ul style="list-style-type: none"> <li>• Pitch means how high or low a note sounds.</li> <li>• 'tuned' instruments play more than one pitch of notes.</li> </ul>	<ul style="list-style-type: none"> <li>• Rhythm means a pattern of long and short notes.</li> </ul>	<ul style="list-style-type: none"> <li>• Dynamics means how loud or soft a sound is.</li> <li>• Sounds can be adapted to change their mood, eg through dynamics.</li> </ul>	<ul style="list-style-type: none"> <li>• The 'pulse' is the steady beat that goes through music.</li> <li>• The tempo is the speed of the music.</li> </ul>	<ul style="list-style-type: none"> <li>• 'timbre' means the quality of a sound</li> <li>• Our voice can create different timbres to help tell a story.</li> </ul>	<ul style="list-style-type: none"> <li>• Music has layers called 'texture'.</li> </ul>	<ul style="list-style-type: none"> <li>• A piece of music can have more than one section, eg a versed and a chorus.</li> </ul>	<ul style="list-style-type: none"> <li>• Music can be represented by pictures or symbols.</li> </ul>
<b>Year 2</b>	<ul style="list-style-type: none"> <li>• Some tuned instruments have a lower range of pitches and some have a higher range of pitches.</li> <li>• A melody is made up from high and low pitched notes</li> </ul>	<ul style="list-style-type: none"> <li>• 'duration' means how long a note, phrase or whole piece of music lasts.</li> <li>• The long and short sounds of a spoken phrase can be represented by a rhythm.</li> </ul>	<ul style="list-style-type: none"> <li>• Dynamics can change the effect a sound has on the audience.</li> </ul>	<ul style="list-style-type: none"> <li>• The tempo of a musical phrase can be changed to achieve a different effect.</li> </ul>	<ul style="list-style-type: none"> <li>• Musical instruments can be used to create 'real life' sound effects.</li> <li>• An instrument can be matched to an animal noise based on its timbre.</li> </ul>	<ul style="list-style-type: none"> <li>• A graphic score can show a picture of the layers, or 'texture', of a piece of music.</li> </ul>	<ul style="list-style-type: none"> <li>• Structure means the organisation of sounds within music, eg a chorus and verse pattern in a song.</li> </ul>	<ul style="list-style-type: none"> <li>• 'notation' means writing music down so that someone else can play it</li> <li>• A graphic score can show a picture of the structure and / or texture of music.</li> </ul>

	played one after the other, making a tune.							
Year 3	<ul style="list-style-type: none"> <li>The group of pitches in a song is called its 'key' and that a key decides whether a song sounds happy or sad.</li> <li>Some traditional music around the world is based on five-notes called a 'pentatonic' scale.</li> <li>A pentatonic melody uses only the five notes C D E G A.</li> </ul>	<ul style="list-style-type: none"> <li>Different notes have different durations, and that crotchets are worth one whole beat.</li> <li>Written music tells you how long to play a note for</li> </ul>	<ul style="list-style-type: none"> <li>'crescendo' means a sound getting gradually louder.</li> </ul>		<ul style="list-style-type: none"> <li>The timbre of instruments played affect the mood and style of a piece of music.</li> </ul>	<ul style="list-style-type: none"> <li>Many types of music from around the world consist of more than one layer of sound; for example a 'tala' and 'rag' in traditional Indian music.</li> </ul>	<ul style="list-style-type: none"> <li>A ballad, a 'stanza' means a verse.</li> <li>Music from different places often has different structural features, eg traditional Chinese music is based on the five-note pentatonic scale.</li> </ul>	<ul style="list-style-type: none"> <li>'reading' music means using how the written note symbols look and their position to know what notes to play.</li> </ul>

<p><b>Year 4</b></p>	<ul style="list-style-type: none"> <li>• A bass line is the lowest pitch line of notes in a piece of music, and a walking bassline (where patterns of notes go up then down again) is common in rock and roll.</li> <li>• A glissando in music means a sliding effect played on instruments or made by your voice.</li> <li>• 'transposing' a melody means changing its key, making it higher or lower pitched.</li> </ul>	<ul style="list-style-type: none"> <li>• Combining different instruments playing different rhythms creates layers of sound called 'texture'.</li> <li>• Playing 'in time' requires playing the notes for the correct duration as well as at the correct speed.</li> <li>• A motif in music can be a repeated rhythm.</li> </ul>	<ul style="list-style-type: none"> <li>• Changing the dynamics of a musical phrase or motif can change the texture of a piece of music.</li> </ul>	<ul style="list-style-type: none"> <li>• Playing in time means all performers playing together at the same speed.</li> </ul>	<ul style="list-style-type: none"> <li>• Grouping instruments according to their timbre can create contrasting 'textures' in music.</li> <li>• Instruments and voices can create audio effects that describe something you can see.</li> </ul>	<ul style="list-style-type: none"> <li>• Combining different instruments and different rhythms when we compose can create layers of sound we call 'texture'</li> <li>• Harmony means playing two notes at the same time, which usually sound good together.</li> </ul>	<ul style="list-style-type: none"> <li>• Deciding the structure of music when composing can help us create interesting music with contrasting sections. An ostinato is a musical pattern that is repeated over and over; a vocal ostinato is a pattern created with your voice.</li> <li>• Musical motifs (repeating patterns) are used as a building block in many well-known pieces of music</li> </ul>	<ul style="list-style-type: none"> <li>• 'performance directions' are words added to music notation to tell the performers how to play</li> </ul>
<p><b>Year 5</b></p>	<ul style="list-style-type: none"> <li>• A minor key (pitch) can be used to make music sound sad.</li> <li>• Major chords create a</li> </ul>	<ul style="list-style-type: none"> <li>• 'poly-rhythms' means many different rhythms played at once.</li> <li>• The duration of a note or phrase in music can be</li> </ul>	<ul style="list-style-type: none"> <li>• Varying effects can be created using only your voice, for example by changing the pitch, dynamic</li> </ul>	<ul style="list-style-type: none"> <li>• A slow tempo can be used to make music sound sad.</li> <li>• Varying effects can be created using only your voice, for example by</li> </ul>	<ul style="list-style-type: none"> <li>• Human voices have their own individual timbre, and that this can be adapted by using the voice in different ways.</li> </ul>	<ul style="list-style-type: none"> <li>• A chord is the layering of several pitches played at the same time.</li> </ul>	<ul style="list-style-type: none"> <li>• S loop is a repeated rhythm or melody, and is another word for ostinato.</li> </ul>	<ul style="list-style-type: none"> <li>• Simple pictures can be used to represent the structure (organisation) of music.</li> </ul>

	<p>bright, happy sound.</p> <ul style="list-style-type: none"> <li>• A 'bent note' is a note that varies in its pitch, eg the pitch may slide up or down.</li> <li>• Varying effects can be created using only your voice, for example by changing the pitch, dynamic or tempo of the sounds made.</li> </ul>	<p>shown using a repeated symbol or the size of a symbol on a graphic score.</p>	<p>or tempo of the sounds made.</p>	<p>changing the pitch, dynamic or tempo of the sounds made.</p>		<ul style="list-style-type: none"> <li>• Poly-rhythms means many rhythms played at once.</li> </ul>	<ul style="list-style-type: none"> <li>• 12-bar Blues is a sequence of 12 bars of music, made up of three different chords.</li> </ul>	<ul style="list-style-type: none"> <li>• In written staff notation, notes can go on or between lines, and that the lines show the pitch of the note.</li> </ul>
<p><b>Year 6</b></p>	<ul style="list-style-type: none"> <li>• The Solfa syllables represent the pitches in an octave.</li> <li>• 'major' key signatures use note pitches that sound cheerful and upbeat.</li> <li>• 'minor' key signatures use note pitches that can</li> </ul>	<ul style="list-style-type: none"> <li>• All types of music notation show note duration, including the Kodaly method which uses syllables to indicate rhythms.</li> <li>• Representing beats of silence or 'rests' in written music is important as it helps us play rhythms correctly.</li> <li>• A quaver is worth half a beat</li> </ul>	<ul style="list-style-type: none"> <li>• A melody can be adapted by changing its dynamics.</li> </ul>	<ul style="list-style-type: none"> <li>• A melody can be adapted by changing its dynamics, pitch or tempo.</li> </ul>	<ul style="list-style-type: none"> <li>• Timbre can also be thought of as 'tone colour' and can be described in many ways eg warm or cold, rich or bright.</li> </ul>	<ul style="list-style-type: none"> <li>• Texture can be created by adding or removing instruments in a piece and can create the effect of dynamic change.</li> <li>• A counter-melody is different to harmony because it</li> </ul>	<ul style="list-style-type: none"> <li>• A chord progression is a sequence of chords that repeats throughout a song.</li> <li>• A 'theme' in music is the main melody and that 'variations' are when this melody has been changed in some way.</li> </ul>	<ul style="list-style-type: none"> <li>• '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'.</li> <li>• Chord progressions are represented in</li> </ul>

	<p>suggest sadness and tension.</p> <ul style="list-style-type: none"><li>• A melody can be adapted by changing its pitch.</li></ul>					<p>uses a different rhythm as well as complementary notes.</p>		<p>music by Roman numerals.</p>
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