

Weston Lullingfields CE Primary School Music Long Term Plan Cycle 2 (2013-14) Class 3

	Topic and Music	Key Stage One objectives	Key Stage Two objectives
<b>Aut 1</b>	<b>The Romans</b> Woodwind instruments and music	P1 Can identify high and low sounds Dy1 Can differentiate between loud sounds, quiet sounds and silence T1 Can differentiate between fast and slow tempos D1 Can respond to sounds of different duration D2 Can recognise the difference between long and short sounds	P2 Can determine upwards and downwards direction in listening, performing and moving P3 Can recognise and imitate melody patterns in echoes P4 Can show the overall contour of melodies as moving upwards, downwards or staying the same P5 Can determine movement by step, by leaps or by repeats P6 Can perform simple melody patterns Tex7 Can recognise the difference between unison and harmony Tex10 Can show how rounds and canons are constructed S3 Can recognise call and response form
<b>Aut 2</b>	<b>The Romans</b> Drums (African drumming)	Tex1 Can recognise a song with an accompaniment and one without accompaniment S1 Can understand the form of cumulative songs S2 Can recognise that the sections of a piece of music sound the same or different	D7 Can indicate the steady beat by movement including during a silence D9 Can respond to the strong beats whilst singing D10 Can use instruments to keep a steady beat D11 Can hold a beat against another part Tex6 Can recognise rhythm on rhythm in music S4 Can differentiate between the contrasting sections of a song S5 Can recognise the difference between the verse and refrain of a song
<b>Spr 1</b>	<b>A Taste of India</b> Soundtracks	Ti3 Explores the different kinds of sounds that the singing and speaking voice can make Ti4 Can identify different voices by their vocal qualities Ti5 Can use sound words or phrases to describe selected sounds and the ways in which they are produced	Dy2 Can recognise differences in dynamic levels DY3 Can recognise crescendo and diminuendo T2 Can identify the tempo of music as fast, moderate, slow, getting faster or getting slower Ti6 Can describe and aurally identify the tone colours of instruments Ti7 Can compare instrumental tone colour
<b>Spr 2</b>	<b>A Taste of India</b> Music from around the world – India and Bollywood	D3 Can copy simple patterns of sound of long and short duration D4 Can recognise patterns of long and short sounds D5 Can recognise the difference between steady beat and no beat D6 Can identify similar rhythmic patterns	P9 Can identify the prominent melody patterns in a piece of music D8 Can respond to changes in the speed of the beat D16 Can recognise a metre of 3 and 4 D17 Can recognise a change in metre Dy4 Can assess the appropriateness of dynamic choices such as accents, sfz etc. Ti8 Can identify groupings of instruments - e.g. strings, woodwind, orchestra, rock band Ti9 Can recognise the instruments heard in a piece of music Tex3 Can recognise the difference between thick and thin textures Tex4 Can recognise changes in texture
<b>Sum 1</b>	<b>Anglo-Saxons</b> Brass Instruments, Trumpet voluntary	Dy1 Can differentiate between loud sounds, quiet sounds and silence T1 Can differentiate between fast and slow tempos Ti2 Can match selected sounds with their pictured source	P7 Can identify short phrases and long phrases P8 Can recognise like and unlike phrases in melody P10 Can improvise a melodic pattern P11 Can improvise a melody

<b>Sum 2</b>	<b>Anglo-Saxons</b> Modern songs	D5 Can recognise the difference between steady beat and no beat Ti1 Can recognise the difference between the singing and speaking voice and work with wood, metal, skin and 'shaker' sounds	P6 Can perform simple melody patterns D8 Can respond to changes in the speed of the beat D12 Can perform rhythmic patterns and ostinato D13 Can identify a silence in a rhythmic pattern with a gesture D14 Can create rhythmic patterns including silences and notate D15 Can indicate strong and weak beats through movements Tex5 Can identify the melodic line in a texture Tex8 Can understand the process by which a round works Tex9 Can identify the various and varying textures in a round
--------------	-------------------------------------	--	--