Music Progression of Knowledge and Skills

EYFS / KS1

The Model Music Curriculum (MMC) states that:

"...every young person should be able to experience music and to make progress. It is founded on the belief that music enriches individual lives as well as a school's wider community."

Area of Learning	<u>EYFS</u>	Year 1	Year 2
	Children should be taught to:	Children should be taught to:	Children should be taught to:
MMC Key Area:	Use their voice in different ways: speak, chant and sing.	Sing simple songs, <i>chants</i> and rhymes (e.g. <i>Boom Chicka Boom</i>) from memory.	Sing songs regularly with a pitch range of <i>do-so</i> (fifth intervals) with increasing vocal control.
NC objective: Use their voices expressively and creatively by singing songs and speaking chants and rhymes.	Perform different vocal patterns. Sing familiar songs, chants & rhymes	Sing collectively (in unison) and at the same <i>pitch</i> , responding to simple visual directions (e.g. stop, start, loud, quiet) and counting in. Sing simple songs with a very small range, mi-so (Cuckoo interval e.g. <i>Hello</i> , <i>How are You</i>), then progress to slightly wider intervals (e.g. <i>Bounce High</i> , <i>Bounce Low</i>). Copy back intervals of an octave and fifth (high, low). Sing <i>pentatonic songs</i> (e.g. <i>Dr Knickerbocker</i>). Sing a wide range of <i>call and response</i> songs (e.g. <i>Pretty Trees Around the World</i> from <i>Rhythms of Childhood</i>), to control vocal pitch and to match the pitch they hear with accuracy. Demonstrate good singing posture.	Sing songs collectively (in unison) and sometimes in parts, with a small pitch range (e.g. Rain, Rain Go Away), pitching accurately. Know the meaning of dynamics (loud/quiet) and tempo (fast/slow). Demonstrate an understanding of dynamics when singing by responding to the leader's directions and/ or visual symbols (e.g. crescendo, decrescendo, pause).
MMC Key Area: Listening	Recognise and respond to: High and low sounds, long and short sounds, a steady beat, fast and slow, a range of sound makers, one sound or many sounds	Listen to certain pieces of music and describe some of the pictures and images they create in their imagination. Join in with the steady beat	Talk about how the song makes them feel. Identify and join in with different steady beats.
NC Objective: Listen with concentration and	combined.	Describe tempo as fast or slow. Describe dynamics as loud and quiet.	Describe tempo as fast or slow and compare different tempos.

understanding to a range of high-quality live and recorded	Describe musical stories: same and different, happy and sad. Begin to develop shared knowledge and	Join in with sections of the song eg. call and response.	Describe dynamics as loud and soft, getting louder and getting softer.
music	understanding of the stories and social context of the music they are listening to, singing and playing.	Begin to understand about different styles of music. Recognise the sounds of different instruments and begin to	Identify and Join in with sections of the song eg. Chorus. Start to talk about the style of a song.
	Listen to recorded performances and experience live music making in school.	name some of the instruments that they can hear. Develop shared knowledge and understanding of the	Recognise and name some band and orchestral instruments.
	experience live music making in school.	stories, traditions and social context of the music they are listening to, singing and playing.	Start to talk about where music might fit into the world.
		Listen to recorded performances and experience live music making in school.	Develop shared knowledge and understanding of the stories, origins, traditions, history and social context of the music they are listening to, singing and playing.
			Listen to recorded performances and experience live music making in and out of school.
MMC Key Area:	Recognise and explore how sounds can be made and changed (such as holding a triangle by the string instead of with your	Improvise simple vocal chants, using question and answer phrases.	Create music in response to a non-musical stimulus (e.g. a storm, a car race, or a rocket launch).
Composing	hand).	Create musical sound effects and short sequences of sounds in response to stimuli, e.g. a rainstorm or a train	Work with a partner to improvise simple question and answer phrases, to be sung and played on un-tuned
NC objective: Experiment with,	Explore the different sounds of instruments.	journey.	percussion, creating a musical conversation.
create, select and combine sounds using the inter-related dimensions		Combine sounds to make a story, choosing and playing classroom instruments (e.g. rainmaker) or sound-makers (e.g. rustling leaves).	Explore improvisation within a major scale using the notes: C D E, C G A, G A B, F G A
of music.		Understand the difference between creating a rhythm	Use graphic symbols, dot notation and stick notation, as appropriate, to keep a record of composed pieces.
		Invent, retain and recall rhythm and pitch patterns and	Use music technology, if available, to capture, change and combine sounds.
		Recognise how graphic notation can represent created sounds. Explore and invent own symbols.	
MMC Key Area:	Enjoys joining in with dancing and ring games.	Pulse/Beat Walk, move or clap a steady beat with others, changing the	Pulse/Beat Understand that the speed of the beat can change,
Musicianship (Performing)	Sings a few familiar songs.	speed of the beat as the tempo of the music changes.	creating a faster or slower pace (tempo).
	Begin to move rhythmically.		

NC objective:	Imitate movement in response to music.	Use body percussion and classroom percussion to play	Walk in time to the beat of a piece of music or song.
Play tuned and un- tuned instruments	Demonstrate some awareness of beat and	repeated rhythm patterns (ostinati) and short, pitched patterns on tuned instruments to maintain a steady beat.	Know the difference between left and right to support coordination and shared movement with others.
musically	mood.		
	Tap out simple repeated rhythms.	Respond to the pulse in recorded/live music through movement and dance.	Begin to group beats in twos and threes by tapping kneed on the first (strongest) beat and clapping the remaining beats.
	Begins to build a repertoire of songs and dances.	Rhythm Perform short copycat rhythm patterns accurately, led by the teacher.	Identify the beat groupings in familiar music that they sing regularly and listen.
		Perform short repeating rhythm patterns (ostinati) while keeping in time with a steady beat.	Rhythm Play copycat rhythms, copying a leader, and invent rhythms for others to copy on un-tuned percussion.
		Perform word-pattern chants (e.g. ca-ter-pil-lar crawl, fish and chips); create, retain and perform their own rhythm patterns.	Create rhythms using word phrases as a starting point (e.g. Hel-lo Si-mon or Can you come and play?).
		Pitch Listen to sounds in the local school environment, comparing high and low sounds.	Read and respond to chanted rhythm patterns, and represent them with stick notation including crotchets , quavers and crotchets rests .
		Sing familiar songs in both low and high voices and talk about the difference in sound.	Create and perform their own chanted rhythm patterns with the same stick notation.
		Explore sounds to enhance storytelling.	Pitch
		Follow pictures and symbols to guide singing and playing, (e.g. 4 dots = 4 taps on the drum).	Play a range of singing games based on the cuckoo interval (so-mi) matching voices accurately, supported by a leader playing the melody.
			Sing short phrases independently within a singing game or short song.
			Respond independently to pitch changes heard in short melodic phrases, indicating with actions (e.g. stand up/sit down, hands high/hands low).
Key Vocabulary	Begin to understand and use words and phrases such as: Sing, song, chant, rhyme, sound, fast, slow, loud, quiet.	Understand and use words and phrases such as: Voice, call, response, beat, rhythm, pitch, high, low, loud, soft, long, short, pattern, mood, instrument, perform.	Understand and use words and phrases such as: Pulse, tempo, getting faster/ slower, getting louder/ softer, symbols, notation, crotchets, quavers, rests, part, round, verse, chorus.