



Long Term Plan Music (Instrumentation) 2021-22

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Early Years	An introduction to Music. <i>Investigating pitch & tempo</i>	Exploring Music. <i>Performing simple accompaniments to melodies.</i>	Retelling Stories. <i>Exploring and classifying sound to link with story-telling.</i>	Music Appreciation <i>Exploring different genres of music and keeping the beat.</i>	Glockenspiels <i>Beginning to explore tuned instruments. Review of learning.</i>	Ocarinas. <i>Exploring pulse and simple rhythm and also be able to improvise simple rhythm.</i>
Year 1	Ocarinas. <i>Keeping a steady pulse, control changes in pitch using voices and instruments.</i>	Ocarinas <i>Controlling changes in dynamics, beginning to perform as part of a group.</i>	Glockenspiels <i>Simple introduction to a new instrument</i>	Glockenspiels <i>Playing a simple melody and ostinato rhythm</i>	Boomwhackers <i>Start exploring pitches and more rhythmic patterns.</i>	Boomwhackers <i>Decide on combinations of sounds for a task. Improvising and composing.</i>
Year 2	Recorders. <i>Begin to explore duration with voice and instruments. Copy simple ostinato rhythms and explore pulse.</i>	Recorders. <i>Accompany songs with voices and instruments. Begin to explore tempo.</i>	Recorders <i>Control changes in pitch with voice and instruments. Begin to compose simple melodies. Begin to explore dynamics</i>	Recorders <i>Control changes in pitch with voice and instruments. Begin to compose simple melodies. Begin to explore dynamics</i>	Samba Drumming. <i>Describing music and expressing feelings. Controlling changes in tempo.</i>	Samba Drumming. <i>Responds to instructions given. Begin to compose ostinato rhythms to perform in small groups.</i>
Year 3	Boomwhackers / Glockenspiels. <i>Begin to build up knowledge of musical vocabulary.</i>	Boomwhackers / Glockenspiels. <i>Use body percussion to explore pulse within music.</i>	Recorders. <i>Begin to explore scales on tuned instruments.</i>	Recorders. <i>Explore and create simple melodies that use steps and leaps within a range of notes.</i>	Samba Drumming. <i>Explore pulse, rhythm and beat to give texture to music.</i>	Glockenspiels. <i>Using dynamics to improve performances and compositions.</i>
Year 4	Recorders. <i>Show an understanding of scales; within compositions use steps and leaps.</i>	Samba Drumming. <i>Begin to explore different pulses and time signatures. Improvising rhythms.</i>	Boomwhackers / Glockenspiels. <i>Recognise different note lengths and use them to be able to compose effectively.</i>	Boomwhackers <i>Start learning musical notations, especially pitches, different note value, and solfege.</i>	Glockenspiels. <i>Create own ostinato rhythms which play in time with others.</i>	Samba Drumming. <i>Identify different percussive instruments. Use texture of music to create special effects.</i>
Year 5	Samba Drumming. <i>Explore different rhythms and pulses within music.</i>	Recorders. <i>Plan and play a composition in a group or independently.</i>	Boomwhackers / Glockenspiels. <i>Perform within an ensemble, having knowledge of different note lengths.</i>	Boomwhackers <i>Use different note lengths to be able to confidently improvise within a piece of music. Start learning musical notations and solfege.</i>	Glockenspiels. <i>Use more complex ostinato rhythms within compositions and perform in an ensemble.</i>	Samba Drumming. <i>Begin to make decisions on the structure of a piece of music and perform as a group.</i>
Year 6	Samba Drumming. <i>Explore different rhythms and pulses within music.</i>	Samba Drumming. <i>Use more complex ostinato rhythms within compositions.</i>	Recorders. <i>Perform within an ensemble, having knowledge of different note lengths.</i>	Boomwhackers / Glockenspiels. <i>Make an informed choice about tempo.</i>	Boomwhackers / Glockenspiels. <i>Select appropriate sounds to achieve an effect for purpose.</i>	Samba Drumming. <i>Begin to make decisions on the structure of a piece of music. Perform with confidence.</i>