



St Leo's and Southmead
Catholic Nursery and Primary
School

Year
One

Music Rhythm in the way we
walk
Knowledge Organiser

Autumn
Term II

Amazing Activities



Key Concepts

Listen & Appraise - begin to recognise styles, find the pulse, recognise instruments, listen, discuss other dimensions of music.

Musical Activities - a new activity is added

- Games - begin to internalise, understand, feel, know how the dimensions of music work together. Focus on Warm-up Games. Pulse, rhythm, pitch, tempo, dynamics.
- Singing - start to sing, learn about singing and vocal health. Begin to learn about working in a group/band/ensemble.

Playing - start to play a classroom instrument in a group/band/ensemble.

Improvisation - - begin to explore and create your own responses, melodies and rhythms.

- Composition - - begin to create your own responses, melodies and rhythms and record them in some way.

Perform/Share - begin to work together in a group/band/ensemble and perform to each other and an audience. Discuss/respect/improve your work together.

Challenge:

Start to play a classroom instrument in a group/band/ensemble.

How pulse, rhythm and pitch work together. Singing and rapping.

Mixed styles:

- Rhythm In The Way We Walk by Joanna Mangona (Reggae)
- The Planets, Mars by Gustav Holst (Classical)
- Tubular Bells by Mike Oldfield (Pop)
- The Banana Rap by Jane Sebba (Hip Hop)
- Happy by Pharrell Williams (Pop)
- When I'm 64 by The Beatles (Pop)

Curriculum Links

PE- Dance

Skills

Listen to music with concentration.

Find the pulse whilst listening to music and movement

Use correct musical language to describe a piece of music.

Recognise different instruments.

Understand rhythm is long and short sounds that pulse.

Listen to copy and repeat simple rhythm or melody.

Key Vocabulary

- Pulse - the regular heartbeat of the music, the steady beat
- Rhythm - long and short sounds or patterns that happen over the pulse, the steady beat
- Pitch - high and low sounds
- Tempo - the speed of the music, fast or slow or in-between
- Dynamics - how loud or quiet music is