

St Leo's and Southmead Catholic Nursery and Primary School

<u>Key Concepts</u>

Year

One

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.

Music In The Groove Knowledge Organiser

Challenge: Have fun finding the pulse!

In The Groove -Joanna Mangona How Blue Can You Get by B.B. King • Let The Bright Seraphim by Handel • Livin' La Vida Loca by Ricky Martin • Jai Ho by J.R. Rahman • Lord Of The Dance by Ronan

- Lord Of The Dance by Rohan Hardiman
 Diggin' On James Brown by
- Diggin On James Brown by Tower Of Power

<u>Currículum Línks</u>

PE-Dance

Hymn practise





<u>Skílls</u> 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
Volume - controls overall volume
Play - plays or pauses playback
Rewind to start - takes you back to the beginning

Loop - plays the backing only

Nurture Inspire Succeed