Expressive Arts and Design (EYFS) MUSIC (KS1/KS2) PROGRESSION MAP



By the end of Reception, most children should be able to:

Perform	Explore and Compose	Listen, Reflect and Appriase
Active learning	Playing and exploring	Creating and thinking critically
 Using their voices: Speak and chant short phases together Find their singing voice and begin to develop an awareness of pitch over a small range of notes Make changes in their voices to express different moods <i>/</i>feelings Co-ordinate actions to go with a song Sing short phrases or responses on their own Sing a variety of songs both accompanied and unaccompanied. Co-ordinate actions to go with a song Sing short phrases or responses on their own Sing a variety of songs both accompanied and unaccompanied. Co-ordinate actions to go with a song Sing short phrases or responses on their own Sing a variety of songs both accompanied and unaccompanied. Using Classroom Instruments: Play instruments by shaking, scraping, rattling, tapping etc Start and stop together Begin to develop a sense of beat, using instruments or body sounds Respond to symbols or hand signs Play loudly, quietly, fast, slow Copy a simple rhythm pattern or number of beats played on an instrument. Play along to music showing a developing awareness of the beat Play with a sense of purpose and enjoyment. 	 Exploring: Different sounds made by the voice, hands, found objects and conventional instruments (timbre) High and low sounds (pitch) Long and short sounds (duration) Loud and quiet sounds (dynamics) Fast and slow sounds (tempo) Begin to be aware of the effect that different sounds have to convey mood or meaning Composing: Begin to create and manipulate different effects on a sound source or instrument Add chosen sound effects at an appropriate moment in a story or song Sort and name different sounds in response to a given stimuli KEY WORDS: FOUND OBJECTS SINGING VOICE STEADY BEAT 	Listening: Listen to sounds and respond by talking about them or physically with movement and dance Recognise the sounds of the percussion instruments used in the classroom and identify and name them Respond appropriately to a range of classroom songs, e.g tidy up songs, circle time songs, line up songs. Appraising: Begin to identify and describe key features or extreme contrasts within a piece of music Begin to use musical terms (louder/quieter, faster/slower, higher/lower) MUSICAL ELEMENTS DURATION PITCH TEMPO DYNAMICS TIMBRE STRUCTURE

Year One

By the end of Year One, most children should be able to:

Perform	Explore and Compose	Listen, Reflect and Appriase
Active learning	Playing and exploring	Creating and thinking critically
 Using their voices: Speak and chant together Sing songs showing increasing vocal control (singing more in tune, breathing deeply, singing words clearly) Sing songs in different styles conveying different moods (happy, sad, angry etc) and with sense of enjoyment Co-ordinate actions to go with a song Sing in time to a steady beat Perform an action or a sound (clapping, stamping, etc) on the steady beat whilst singing Using Classroom Instruments: Play instruments by shaking, scraping, rattling, tapping etc Play in time to a steady beat, using instruments or body sounds Play loudly, quietly, fast, slow Imitate a rhythm pattern on an instrument Play a single pitched note to accompany a song (drone) Play with help the rhythmic pattern of a spoken sentence, e.g. 'Hungry caterpillar' Follow simple hand signals indicating: loud/quiet and start/stop 	 Exploring: Different sounds made by the voice and hands (timbre) High and low sounds (pitch) Long and short sounds (duration) Loud and quiet sounds (dynamics) Fast and slow sounds (tempo) Pitch shapes (moving up and down) and rhythmic patterns Composing: Add sound effects to a story Choose musical sound effects to follow a story line or match a picture Use graphics/symbols to portray the sounds they have made made Sequence these symbols to make a simple structure (score) Compose own sequence of sounds without help and perform. KEY WORDS: OSTINATO DRONE STEADY BEAT SCORE 	 Listening: Listen to a piece of music and move in time to its steady beat. Recognise and respond through movement /dance to the different musical characteristics and moods of music Recognise the sounds of the percussion instruments used in the classroom and identify and name them Appraising: Begin to use musical terms (louder/quieter, faster/slower, higher/lower) Begin to articulate how changes in speed, pitch and dynamics effect the mood MUSICAL ELEMENTS DURATION PITCH TEMPO DYNAMICS TIMBRE STRUCTURE

Year Two

By the end of Year Two, most children should be able to:

Perform	Explore and Compose	Listen, Reflect and Appraise
Active learning	Playing and exploring	Creating and thinking critically
 Using their voices: Sing a variety of songs with more accuracy of pitch Sing words clearly and breathing at the end of phrases Convey the mood or meaning of the song Sing with a sense of control of dynamics(volume) and tempo (speed) Echo sing a short melodic phrases Identify if the pitch is getting higher or lower, or is staying the same and copy with their voices Follow a leader (teacher)starting and stopping together Using Instruments: Play with control: a) maintaining steady beat b) getting faster or slower c) getting louder or quieter Perform a repeated two note melodic ostinato to accompany a song Perform a rhythm accompaniment to a song Perform a sequence of sounds using a graphic score Work and perform in smaller groups Follow a leader (teacher)starting and stopping together 	 Explore: Ways in which sounds are made (<i>tapped, blown, scraped, shaken</i>), and can be changed Long and short sounds (rhythm – duration) The rhythm patterns of words and sentences Changes in pitch (higher and lower) Sequences of sound (structure) Sounds in response to a stimulus (visual or aural) How sounds can be manipulated to convey different effects and moods Compose: Short melodic phrases Short repeated rhythmic patterns (ostinati) Rhythm patterns from words A piece of music that has a beginning, middle and end (structure) Music that has long and short sounds, and/or changes in tempo, timbre and dynamics, in small groups Music that conveys different moods KEY WORDS: OSTINATO DRONE STEADY BEAT GRAPHIC SCORE PHRASE SEQUENCE RHYTHM PATTERN 	 Listening and appraising Listen with increased concentration Recognise the sounds of the percussion instruments used, their names, how they are played and which ones can make high and low sounds Recognise how sounds are made – tapping, rattling, scraping, blowing etc Identify different qualities of sound such as smooth, scratchy, clicking, ringing (timbre) Recognise and respond to different changes of speed (tempo)/volume (dynamics) and pitch Respond through movement/dance to different musical characteristics and moods (angrily, sadly, cheerfully, daintily etc) Recognise and respond to the mood of a piece of music. Begin to use music terminology when describing how the mood is created (i.e. the mood is sad because the music is played very slowly and quietly) MUSICAL ELEMENTS DURATION PITCH TEMPO DYNAMICS TIMBRE STRUCTURE

Year Three

By the end of Year Three, most children should be able to:

Perform	Explore and Compose	Listen, Reflect and Appriase
Active learning	Playing and exploring	Creating and thinking critically
 Using their voices: Sing songs in a variety of styles with confidence, singing an increasing number from memory Show increasing accuracy of pitch and awareness of the shape of a melody. Imitate increasingly longer phrases with accuracy With an awareness of the phrases in a song Understand that posture, breathing and diction are important. Demonstrate an awareness of character or style in performance. Chant or sing a round in two parts Sing songs with a recognised structure (verse and chorus/ call and response) Using instruments: Keep a steady beat on an instrument in a group or individually Maintain a rhythmic or melodic ostinato simultaneously with a different ostinato and/or steady beat Use tuned percussion with increasing confidence 	 Explore: Longer – shorter / faster - slower / higher - lower / louder - quieter sounds on tuned and untuned percussion and voices. Pitch notes moving by step (notes adjacent to each other) and by leap (notes with gaps between them) Symbols to represent sound (graphic scores / traditional notation) The sounds of different instruments - TIMBRE and how they can represent pictures/ stories/ moods The different sounds (timbres) that one instrument can make How the musical elements can be combined to compose descriptive music Compose: Words and actions to go with songs A simple rhythmic accompaniment to go with a song, using ostinato patterns Music that has a recognisable structure; Beginning, Middle and End or verse/chorus Music that tells a story, paints a picture or creates a mood 	 Listening, reflecting and appraising: Listen with concentration to longer pieces / extracts of music Listen to live/recorded extracts of different kinds of music and identify where appropriate
 Copy a short melodic phrase by ear on a pitched instrument Play using symbols including graphic and / or simple traditional notation Follow simple hand directions from a leader Perform with an awareness of others Combine musical sounds with narrative and movement Perform a composed piece to a friendly audience, as a member of a group or class 	 Music that uses repetition / echo KEY WORDS STEADY BEAT RHYTHM OSTINATO PITCH PHRASE REPITITION MUSICAL SYMBOLS 	 DYNAMICS STRUCTURE PITCH TIMBRE

Year Four

By the end of Year Four, most children should be able to: