

Music- Animal Antics



Curriculum Links:

- Use their voices expressively and creatively by singing songs and speaking chants and rhymes
- Play tuned and un-tuned instruments musically
- Listen with concentration and understanding to a range of high-quality live and recorded music
- Experiment with, create, select and combine sounds using the inter-related dimensions of music.

Key Facts:

- We compose music by using different types of notation using 1, 2 and half beat notes
- Music can be ordered into a start, middle and end
- When we mix long and short sounds together we can make different rhythms
- We need to listen carefully to make sure we are singing in tune

Key Skills:

- **Composition**— Show sounds by using pictures (animals)
- Tell the difference between high and low sounds
- Tell the difference between long and short sounds
- Repeat short rhythmic patterns
- Make a sequence of sounds recognising long/short and high/low sounds
- +++ Use symbols to represent sounds and make connections between notation and musical sounds
- **Performing**— Use their voice to sing /speak/chant and join in with singing a collection of songs and rhymes linked to animals
- Sing and follow the melody
- Perform simple patterns keeping a steady pulse
- Sing accurately at a given pitch

Possible experiences:




- Hillfest Performing Arts Festival
- Class Concert to Parents
- Making Djembe drums

We should already know:

- How to clap rhythmic patterns
- Make loud and quiet sounds
- That the chorus is repeated



Key Vocabulary

Chorus	Part of the song that is repeated lots of times
Crotchet	A one beat note 
Conductor	The person who keeps time and tells you when to sing or play
Minim	A 2 beat note 
Quaver	Half a beat note 
Rhythm	A pattern of long or short notes
Tempo	The speed of the music
Verse	A verse is a series of lyrics that tell the main story of the song