

Padstow Progression Map – Music 2024 – 2025

EYFS Framework 2021

ELG: Being Imaginative and Expressive

Children at the expected level of development will:

- *Sing a range of well-known nursery rhymes and sonas;
- ♣Perform songs, rhymes, poems and stories with others, and – when appropriate – try to move in time with music.

National Currciulm KS1

Key stage 1 Pupils should be taught to:

- use their voices expressively and creatively by singing songs and speaking chants and rhymes
- play tuned and untuned instruments musically
- * listen with concentration and understanding to a range of highquality live and recorded music
- * experiment with, create, select and combine sounds using the interrelated dimensions of music.

National Curreiulm KS2

Pupils should be taught to:

- * play and perform in solo and ensemble contexts, using their voices and playing musical instruments with increasing accuracy, fluency, control and expression
- ♣ improvise and compose music for a range of purposes using the inter-related dimensions of music
- * listen with attention to detail and recall sounds with increasing aural memory
- * use and understand staff and other musical notations
- appreciate and understand a wide range of high-quality live and recorded music drawn from different traditions and from great composers and musicians
- develop an understanding of the history of music

Nursery Reception/1 Year 1/2 **Year 3/4 Year 4/5** Year 6 To sing in unison Sing the To sing or rap To sing simple To sing in unison To sing a Controllina tunefully with tunefully with melodic nursery rhymes sonas, chants and broad range sounds through shape and simple rhymes from awareness of **pitch** the range of an of songs, singing and and with octave, with (moving songs from memory, singing exploring playing as a group and at expression. awareness of phrasing, melody, such memory. To explore (performing) as up and the same pitch. To perform actions pitch and accurate pitch down, down singing at • Sing a wide range confidently and in and style. dynamics, of call and and up) of different time to a range of (crescendo, To sing threefamiliar songs. speeds and actions songs. decrescendo). and four-part response songs to Remember **pitch** to create control vocal To walk, move or To sing rounds rounds, partner and sing entire moods and pitch and to clap a steady (3 part) and sonas and feelings. match the pitch beat with others, partner songs in songs with a songs. different time Sing the pitch To discover they hear changing speed verse and a of a tone suna how to use the accurately (high of the beat as the signatures (2, 3 chorus. by another voice to create tempo of the and 4 time To experience and low). music changes. person ('pitch loud and soft To begin to sing rapping and match'). sounds. repertoire with solo singing.

- Join in with songs and rhymes, makina some sounds.
- Explore their voices and enjoy making sounds.
- Anticipate phrases and actions in rhymes and songs, like

'Peepo'.

- To sing along with a prerecorded song and perform movements to a steady beat.

To know sonas

have sections.

- Perform any of the nursery rhymes by singing and adding actions or dance.
- Perform any nursery rhymes or sonas addina a simple instrumental part.
- Record the performance to talk about.

Y1

- To sing simple sonas, chants and rhymes from memory, singing as a group and at the same **pitch**.
- To know the meaning of dynamics and tempo and be able to demonstrate these when singing by responding to

- To sing with a sense of shape of the melody.
- To know the meaning of dvnamics and tempo and be able to demonstrate these when singing by responding to the leaders' directions and visual symbols (e.g. crescendo, **decrescendo** and pause).
- To follow instructions on how and when to sina/play an instrument.
- To make and control short and long sounds (duration) using voices and instruments. To include simple improvisation.
- To take notice of others when performina.
- Record the performance to talk about.

- To demonstrate a aood singing posture.
- To follow a leader when singing.
- To sina with awareness of being 'in tune', pronouncina words carefully and breathe well.
- To have an awareness of the **pulse** internally when singing.
- Sustain a rhythmic ostinato/drone/ melodic ostinato (riff) (to accompany singing) on an instrument (tempo/duration/ texture).
- Perform with control and awareness of what others are singing/playing.
- To listen to and follow musical instructions from a leader (crescendo, decrescendo and pause).
- To record the performance and say how they were feeling, what they were pleased with

- small and larae leaps as well as a simple second part to introduce vocal harmony Introduce and
- understand the differences between minims. crotchets. paired quavers and rests.
- Read and perform **pitch notation** within a defined range.
- Follow and perform simple rhythmic scores to a **steady** beat: maintain individual parts accurately within the rhythmic texture. achievina a sense of ensemble.
- Perform a range of songs in school assemblies

- To maintain own part in a round/ sina a harmony/play accurately with awareness of what others are plavina.
- To sing with awareness of being 'in tune -, pronouncing words carefully and breathe well.
- Perform a range of sonas as a choir in school assemblies. school performance opportunities and to a wider audience.
- Sing or play from memory with confidence.
- Play more complex instrumental parts.
- To record the performance and compare it to a previous performance.
- To discuss and talk musically about it -

		the leaders' directions and visual symbols (e.g. crescendo, decrescendo and pause). To follow instructions on how and when to sing/play an instrument.		what they would change and why.		"What went well?" and "It would have • been even better if?" • Play a musical instrument with the correct technique within the context of the Unit song. • To play more complex instrumental parts.
Creating and developing musical ideas (composing).	 Play instruments with increasing control to express their feelings and ideas. Create their own songs, or improvise a song around one they know. Make rhythmical and repetitive sounds. 	to a steady beat. Understand how to hold and play an instrument with care. Explore the different sounds instruments make. Choose an instrument to create a specific sound. Improvise simple chants using question and answer phrases.	 Make a sequence of long and short sounds with help (duration). Clap longer rhythms with help. Make different sounds (high and low– pitch; loud and quiet– dynamics; fast and slow-tempo; quality of the sound- smooth, crisp, scratchy, rattling, tinkling etc.– timbre) Improvise simple chants using question and answer phrases. To create musical sounds effects and short sequences of sound in response 	 To compose and perform melodies using three or four notes. To make creative use of the way sounds can be changed, organised and controlled (including ICT). To create accompaniments for tunes using drones or melodic ostinato (riffs). To create (dotted) rhythmic patterns with awareness of timbre and duration. To begin to use musical features such as legato (smooth) and 	 To improvise on the instrument they are now learning. To begin to use musical features such as legato (smooth) and staccato (detached/short) notes. To combine rhythmic notation with letter names to create short pentatonic phrases. To begin to learn about major and minor chords. Record creative ideas 	 To compose and perform melodies using five or more notes. To compose short ternary pieces of music (ABA). To compose melodic phrases using the pentatonic scale (e.g. C, D, E, G, A). To improvise music over a simple groove, responding to a beat and creating a melody. To experiment with a wider range of dynamics, including, very loud (fortissimo), very quiet (pianissimo), moderately loud (mezzo forte), and

- short
 sequences of
 sound in
 response to
 stimuli e.g.
 rainstorm or
 train journey.
 Combine to
 make a story
 (sound scape)
 choosing and
 playing
 classroom
 instruments or
 sounds makers.
- To understand the difference between creating a rhythm pattern and a pitch pattern.
- Recognise how graphic notation can represent created sounds. Explore and invent own symbols e.g.



- to stimuli e.g. rainstorm or train journey. Combine to make a story (sound scape) choosing and playing classroom instruments or sounds makers.
- To understand the difference between creating a rhythm pattern and a pitch pattern.
- Invent, retain and recall **rhythm** and **pitch** patterns and perform these for others, taking turns.
- Recognise how graphic notation can represent created sounds.
 Explore and invent own symbols e.g.

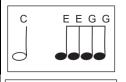


- To play tuned and untuned instruments musically.
- Use graphic symbols, dot notation and stick notation to record composed pieces.

staccato (detached/short) notes.

- To combine rhythmic notation with letter names to create short **pentatonic** phrases.
- To begin to learn about major and minor chords.
- Record creative ideas using graphic scores, rhythm notation, staff notation and technology.

- using graphic scores, rhythm notation, staff notation and technology.
- Use notation cards of known note values (i.e. minim, crotchet, crotchet rest and paired quavers) to create sequences of 2-, 3- or 4-beat phrases, arranged into





bars

- moderately quiet (mezzo piano).
- To begin to use major and minor chords to compose melodies (G major / E minor).
- Show confidence, thoughtfulness and imagination in selecting sounds and structures to convey an idea.
- Create music reflecting given intentions and record using standard notation.
- Use ICT to organise musical ideas (where appropriate).
- Record creative ideas using graphic scores, rhythm notation, staff notation and technology.
- To play tuned, untuned and/or orchestral instruments.
- To understand the differences between semibreves, minims, crotchets, quavers and semiquavers, and their equivalent rests.

Responding and
reviewing
(appraising)

- Show attention to sounds and music.
- Respond emotionally and physically to music when it changes.
- Move and dance to music
- Express feelings in music by responding to different moods in a musical score.
- Listen to music and respond by using hand and whole-body movements.
- Listen to different sounds (animal noise, water etc.) and respond with voice and movement.

Υ1

- Hear and identify the pulse in music.
- Begin to recognise changes in dynamics (loud and quiet), and pitch (high and low).

- Hear and identify the pulse in music.
- Hear different moods in music.
- Identify texture one sound or several sounds?
- Begin to recognise changes in timbre (sound quality-smooth, crisp, scratchy, rattling, tinkling etc.), dynamics (loud and quiet), tempo (fast and slow) and pitch (high and low).
- Choose sounds to represent different things (ideas, thoughts, feelings, moods etc.).
- Start to recognise different instruments.

- stays the same but rhythm changes in a piece of music and dance.
- Listen to several layers of sound (texture) and talk about the effect on mood and feelings. Interpret in dance.
- Use more musical dimensions vocabulary to describe music—duration, timbre, pitch, dynamics, tempo, texture, structure, rhythm, metre, riff, ostinato, melody, harmony.
- Counting simple music when dancing.
- To think about what the words of a song mean.

- Know how
 pulse stays the
 same but
 rhythm
 changes in a
 piece of music
 and dance.
- Use musical vocabulary confidently to describe music and dance structures.
- Refine and improve own/ others' work.
- Use a range of words to describe music (e.a. duration. timbre, pitch, dynamics, tempo, texture. structure, beat. rhythm, metre, silence, riff. ostinato, melody, harmony, chord, flat, sharp, dotted rhythm, staccato, leaato. crescendo, diminuendo).
- Use these words to identify strengths and weaknesses in own and others' music. Identify orchestral family.

- Use musical vocabulary confidently to describe music and dance structures such as cannon, fugue, unison, rondo.
- Refine and improve own/ others' work. Use a range of words to describe music (ea. duration, timbre, pitch, dynamics, tempo, texture, structure, beat, rhythm, metre. silence, riff, ostinato, melody, harmony, chord, flat, sharp, dotted rhythm, staccato, legato, crescendo, diminuendo).
- Use these words to identify strengths and weaknesses in own and others' music.
- To think about the message of songs.
- To compare two songs in the same style, talking about what stands out musically in each of them, their similarities and differences
- Identify orchestral family.

Listening and
applying
knowledge and
understanding.

- e Explore a range of sound makers and instruments and play them in different ways.
- Make rhythmical and repetitive sounds.
- Choose different instruments, including the voice, to create sound effects in play
- Investigate a variety of ways to create sound with different materials.
- Experiment performing songs and music together with body movements to a steady beat.

Y1

- To recognise instruments being played in a piece of music.
- To recognise simple repeated patterns and follow musical instruction (tempo, dynamics).
- To understand how changing musical elements can create different moods and effects.

- To begin to recognise instruments being played in a piece of music.
- To being to recognise simple repeated patterns and follow musical instruction (tempo, dynamics).
- Know how sounds are made and changed.
- To understand how changing musical elements can create different moods and effects.
- To begin to represent sounds with a range of symbols, shapes and marks (graphic notation).
- To know music can be played or listened to for a variety of purposes.

- To listen with attention and begin to recall sounds with increasing accuracy.
- To understand how musical elements are combined and used for effect.
- To begin to use simple dot notations to show higher and lower pitch.
 - To know what the stave line and clef represent.
- To begin to understand how many beats a musical note is worth (quaver, crochet, minim, rest).
- To describe different purposes of music in history/ other cultures.
- To listen to music identify instruments and suggest historical period.
- To know the names of Classical composers.
- Respond in movement and dance to musical scores.

- To describe different purposes of music in history/their cultures.
- To describe different purposes of music in history/ other cultures.
- To listen to music, identify instruments and suggest historical period.
- To know the names of Classical composers such as Mozart, Beethoven and Hayden.
 To listen to
- recorded performances, complementin g this with opportunities to experience live music making in and out of school.

- To listen and recall a range of sounds and patterns with accuracy and confidence.
- To use increased aural memory to recall sounds accurately.
- To know and use standard musical notation to perform and record own music (adding semiquavers, semibreves).
- To understand the difference between 2/4, 3/4 and 4/4 time signatures.
- To play melodies following staff notation.
- To describe different purposes of music in history/ other cultures.
- To retain knowledge of musical periods and assign key works to historical period through deduction
- To know of key composers and which period they relate to.