

	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
To perform	Year 1 Take part in singing, accurately following the melody. • Follow instructions on how and when to sing or play an instrument.	Year 2 Make and control long and short sounds, using voice and instruments. • Imitate changes in pitch.	Year 3 Sing from memory with accurate pitch. • Sing in tune. • Maintain a simple part within a group. • Pronounce words within a song clearly. • Show control of voice.	Sing from memory with accurate pitch. • Play notes on an instrument with care so that they are clear. • Perform with control and	Year 5 Sing or play from memory with confidence. • Perform solos or as part of an ensemble. • Sing or play expressively and in tune. • Hold a part within a round. • Sustain a drone or a melodic ostinato to accompany singing.	 Year 6 Sing or play from memory with confidence. Perform solos or as part of an ensemble. Sing or play expressively and in tune. Sing a harmony part confidently and accurately. Perform with controlled breathing (voice) and skillful playing



To compose	 Clap rhythms. Sequence sounds to create an overall effect. Create short, musical patterns. Create short, rhythmic phrases. 	Create a sequence of long and short sounds. • Create a mixture of different sounds (long and short, loud and quiet, high and low). • Choose sounds to create an effect.	Compose and perform melodic songs. • Create repeated patterns with a range of instruments. • Create accompaniments for tunes. • Use drones as accompaniments.	 Choose, order, combine and control sounds to create an effect. Use sound to create abstract effects. Use digital technologies to compose pieces of music. 	Create songs with verses and a chorus. • Convey the relationship between the lyrics and the melody • Create rhythmic patterns with an awareness of timbre and duration. • Thoughtfully select elements for a piece in order to gain a defined effect.	 Combine a variety of musical devices, including melody, rhythm and chords. Use digital technologies to compose, edit and refine pieces of music. Use drones and melodic ostinati (based on the pentatonic scale).
To transcribe		Use symbols to represent a composition and use them to help with a performance.	Devise non- standard symbols to indicate when to play and rest. • Recognise the notes EGBDF and FACE on the musical stave.	• Recognise the symbols for a minim, crotchet and semibreve and say how many beats they represent.	Use the standard musical notation of crotchet, minim and semibreve to indicate how many beats to play.	 Read and create notes on the musical stave. Understand the purpose of the treble and bass clefs and use them in transcribing compositions.



To describe	Identify the	Use the terms:	Choose from a	 Understand and
music	beat of a tune.	duration, timbre,	wide range of	use the # (sharp)
		pitch, beat,	musical vocabulary	and b (flat)
	 Recognise 	tempo, texture	to accurately	symbols.
	changes in	and use of	describe and	
	timbre,	silence to	appraise music	Use and
	dynamics and	describe music.	including:	understand simple
	pitch.	E se bas ha anna in	in the sta	time signatures.
		Evaluate music	• pitch	
		using musical vocabulary to	a dynamica	Choose from a
		identify areas of	 dynamics 	wide range of musical vocabulary
		likes and dislikes.	• tempo	to accurately
		inces and disinces.	Cempo	describe and
		 Understand 	• timbre	appraise music
		layers of sounds		including:
		and discuss their	• texture	, j
		effect on mood		• pitch
		and feelings.	 lyrics and melody 	
				 dynamics
			 sense of occasion 	
				• tempo
			 expressive 	
				• timbre
			• solo	the sector se
			way wa dia	• texture
			• rounds	• lyrice and moled
				 lyrics and melod



		 harmonies 	 sense of occasion
		 accompaniments 	• expressive
		• drones	• solo
		• cyclic patterns	• rounds
		 combination of musical elements 	 harmonies
		• cultural context.	 accompaniments
		· Deccribe how	• drones
		 Describe how lyrics often reflect the cultural context 	cyclic patterns
		of music and have social meaning	 combination of musical elements
			• cultural context.