



Hallcroft Infant & Nursery School



Music Knowledge Organiser

Spring 2 - Year 1

Sound Patterns (Theme: Fairy tales)

What we already know, remember and can do:

- Use appropriate, justified movements to represent dynamics.
- Identify sounds within the music and describe them using adjectives.
- Recreate sounds using voice or body and extend ideas by adding dynamics.
- Create appropriate, original sounds with their voice and body.
- Use instruments to create loud and soft sounds.
- Justify instrument and sound choices.
- Follow instructions during a performance.
Create and play a musical score that showcases understanding by using dynamic symbols.

	Learning Objective	What will be known and remembered (Substantive)	What will be... (Disciplinary)	Revisited Vocabulary	New Vocabulary
1	Learning Objective <i>I can explore and change dynamics using the voice.</i>	<ul style="list-style-type: none">✓ To know that sections of music can be described as loud, quiet or silent and the meaning of these terms.✓ To know that the voice can whisper and shout to help tell a story.	<ul style="list-style-type: none">✓ I can join in time with repeated phrases and patterns.✓ I can change my voice to represent different characters, for example, by changing the volume.	Loud quiet	Character Voice

2	Learning Objective I can experiment with creating different sounds using a single instrument.	✓ To know that an instrument or rhythm pattern can represent a character in a story.	✓ I can respond to hand gestures. ✓ I can use one instrument to create different sounds. ✓ I can choose a relevant sound to accompany a part of the story.	dynamics	Sound Pattern
3	Learning Objective I can read simple rhythmic patterns comprising of one beat sounds and one beat rests.	✓ To understand that music can be represented by pictures and symbols.	✓ I can clap syllables in spoken words or phrases. ✓ I can play a sound pattern using an instrument. ✓ I can read a sound pattern with one beat and one rest.		Character Voice Sound pattern
4	Learning Objective I can play sounds patterns in time with the pulse using a visual stimulus.		✓ I can recognise different sound patterns and represent them with symbols. ✓ I can read symbols and clap different sound patterns. ✓ I can play different sound patterns using instruments.		Character Voice Sound pattern
5	Learning Objective I can show an awareness of different roles when playing in a group performance.	✓ To know that an instrument or rhythm pattern can represent a character in a story.	✓ I can use my voice expressively to join in with repeated phrases. ✓ I can use my instrument to play a sound pattern. ✓ I can sway or march to keep the pulse.		Character Voice Sound pattern
Future Learning: Pitch (Superheroes)					

voice

A voice is what we use to speak or sing.



sound pattern

When long and short sounds repeat in a certain way.

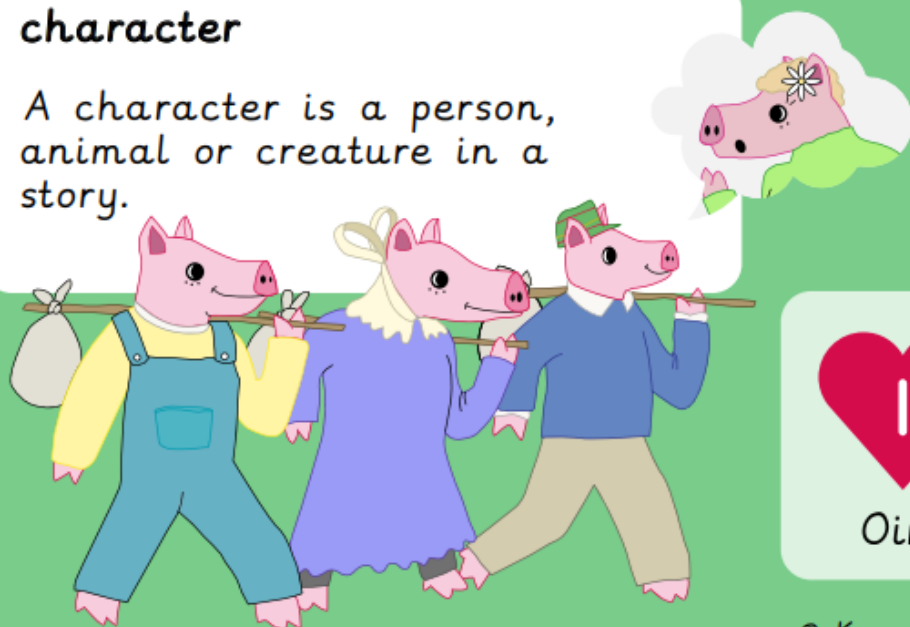


Big

wolf

character

A character is a person, animal or creature in a story.



Oink

oink

oink

