

Subject: Music	Year Group: 1	Term: Advent 2	Title: Fire, Fire!																			
	Key Knowledge: • Play tuned and untuned instruments • Listen with concentration to a range of high quality and recorded music and to internalise and recall sounds • Experiment with and create musical patterns. • Identify high and low sounds. • Differentiate between loud and quiet sounds and silence. 	Key Questions: • Is there a melody? Can you identify it? • Pitch: Is it low or high? • Duration: Is the music long and smooth or short and spiky? • Dynamics: Is the music loud or quiet? Does it change? Is the change gradual or sudden? • Tempo: What is the speed of this music? Is it quick or slow? Does it change at all? Is the change gradual or sudden? • Timbre: What instruments can they identify? What other percussion instruments can they name? • Texture: How many instruments can they hear? Are there lots of instruments playing the tune or one (solo)?																				
Key Skills: • Play tuned and untuned instruments musically. • Listen with concentration and understanding to a range of high-quality live and recorded music. • Create and perform a piece of music using musical instruments. • Experiment with, create and combine sounds using inter-related dimensions of music. 	Good Musicians... Express themselves Listen Control Explore Compose Evaluate Appreciate			Key Vocabulary and Definitions: <table><tr><td>Rhythm</td><td>A strong, regular, repeated pattern of movement or sound.</td></tr><tr><td>Beat</td><td>The steady pulse that you hear throughout a piece of music.</td></tr><tr><td>Pulse</td><td>A single vibration or short burst of sound.</td></tr><tr><td>Pitch</td><td>How high or low a sound is.</td></tr><tr><td>Duration</td><td>The length of sounds and silences in music.</td></tr><tr><td>Dynamics</td><td>How loudly or quietly a piece of music is or should be played.</td></tr><tr><td>Tempo</td><td>The speed of a piece of music.</td></tr><tr><td>Timbre</td><td>The particular tone that distinguishes a sound or a combination of sounds.</td></tr><tr><td>Texture</td><td>The effect of different layers of sound in a piece of music.</td></tr></table>	Rhythm	A strong, regular, repeated pattern of movement or sound.	Beat	The steady pulse that you hear throughout a piece of music.	Pulse	A single vibration or short burst of sound.	Pitch	How high or low a sound is.	Duration	The length of sounds and silences in music.	Dynamics	How loudly or quietly a piece of music is or should be played.	Tempo	The speed of a piece of music.	Timbre	The particular tone that distinguishes a sound or a combination of sounds.	Texture	The effect of different layers of sound in a piece of music.
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