

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1	Theme: Ourselves/Fantasy Subject Driver: Science/Art Skills: Exploring vocal pitch. Perform a poem that demonstrates different ways of using the voice. Learn a happy song and add whole body actions. Add expressive vocal sounds and body percussion to a story.	Theme: Barnaby Bear Subject Driver: Geography Skills: Combining voices, movement and instruments to perform a chant and a song. Keeping a steady beat on instruments • Creating word rhythms • Performing word rhythms with movement Listening-Songs from around the world.	Theme: Castles Subject Driver: History Skills: responding to rhythm cards and creating short and long sounds. To find a steady pulse in a piece of music Listening-Marching music.	Theme: Toy Story Subject Driver: History Skills: Exploring pitch and identifying and creating sounds that are high, medium and low using glockenspiels. Exploring vocal pitch by singing a variety of unison songs and using our voices in different ways to mimic the sounds of our favourite toys.	Theme: Fairy Tales Subject Driver: Science Skills: Explore the use of timbre, tempo and dynamics to describe story sentences using percussion instruments Listen to a musical re-telling of a traditional tale and discuss the effects of the music in the story. Listening-Tchaikovsky: The Sugar Plum Fairy	Theme: Shiver Me Timbers Subject Driver: Science Skills: exploring texture by combining the sounds of different instruments to create a soundscape of the sea. Singing a variety of piratical songs .
Year 2	Theme: Animal Kingdom Subject Driver: Science Skills: keeping a steady pulse and remembering rhythmic patterns performing "Mr Noah's Rap." Compose music in response to the movements of animals using dynamics and tempo. Listening: To respond through movement to different sections of Saint-Saen's, "Carnival of the Animals."	Theme: Fire! Fire! Subject Driver: History Skills: Experiment with songs and chants. Change dynamics within music to change the effect. Explore how to change the tempo of music- fast and slow sounds. Combine dynamics, pitch and tempo to create 4-part music and movement composition inspired by the Great Fire of London.	Theme: There's No Place Like Home Subject Driver: Science Skills: Combining sounds to create a musical effect. Understanding how music, dance and drama can combine in storytelling. Creating and matching descriptive sounds made with the voice. Listening: how does music tell a story? The Nutcracker and Night on a Bare Mountain.	Theme: Glockenspiels Subject Driver: Stave and notation Skills: Explore the stave and learn what a time signature is and the name treble clef. Learn where the notes D and E are on the stave and play a glockenspiel in response to notation.	Theme: Rhythmic patterns Subject Driver: rhythm Skills: Playing different patterns of steady beat within four beats, and matching to a simple score. Performing and creating simple three-beat rhythms using a simple score. Exploring different ways to organise music.	Theme: London Calling Subject Driver: Geography Skills: Exploring timbre and texture to understand how sounds can be descriptive. Matching sounds to images of water. Creating and performing descriptive instrumental music inspired by British myths and legends. Listening: Handel Water Music, Debussy La mer.
Year 3	Theme: The Flintstones Subject Driver: Art Skills: Understanding pitch and rhythm. Learning to read simple pitch and rhythmic notation. To compose simple three note melodies using notation.	Theme: Rainforest Rescue Subject Driver: Geography Skills: Children to identify and copy using voices and instruments the sounds of the rainforest. Children to write a Rainforest Symphony with an awareness of the texture of the music.	Theme: Glockenspiels Subject Driver: Scales Skills: To explore pentatonic scales in notation and on glockenspiels. To compose "Dragon Music" using pentatonic scales. Listening: pentatonic folk songs.	Theme: Egyptology Subject Driver: History Skills: To explore texture and graphic scores. Ancient Egyptian instruments and their modern equivalents To explore the Egyptian scale. To create rhythms and ostinati in small groups to create our own Egyptian music with interesting musical textures. To record our music on graphic scores.	Theme: The Rise of the Robots Subject Driver: Science Skills: electronic music. To explore through listening how music can be manipulated electronically. Listen to music composed by Steve Reich and John Adams. Compose our own minimalist music. Listening: John Adams "Short Ride in a Fast Machine."	Theme: Spy Kids Subject Driver: Science Skills: Graphic scores and interpreting symbols musically. Using voices creatively and expressively. Create mobile phone ringtones using voices. Compose and play computer game sound effects on percussion.
Year 4	Theme: The Romans Subject Driver: History Skills: programme music unit 1. How the interrelated dimensions of music come together to create mood in	Theme: Chembakolli Subject Driver: Geography Skills: learning the elements of Indian classical music, the tala, the raga and the drone. Listening: Indian Classical Music	Theme: Follow the Yellow Brick Rd Subject Driver: Science Skills: Richmond upon Thames Singing Festival. Singing in unison and in three parts. Using our voices healthily and	Theme: Terrible Tudors Subject Driver: History Skills: To identify different instruments through listening to their timbre. Instrumental groups in the orchestra. The	Theme: Save the Planet Subject Driver: Science/DT Skills: Pulse and rhythm. Creating and performing raps associated with the environment. Listening: Rap artists	Theme: Glockenspiels Subject Driver: Music Skills: Reading standard notation both rhythm and pitch to play a variety of tunes on the glockenspiel.

	music. Compose music entitled, "Roman Invasion!" Listening: Greig, The Hall of the Mountain King.		vocal technique. Performing to a supportive audience.	role of different members of an orchestra. Listening: Beethoven, Ode to Joy.		
Year 5	Theme: Long Live the Queen Subject Driver: History Skills: Programme music unit 2. Identifying how the interrelated dimensions of music come together to create suspense and atmosphere in music. Listening: Mendelssohn and Elgar.	Theme: Hip Hop Subject Driver: Music Skills: To learn how to create basic beatbox sounds . To understand how to read rhythms on a beatgrid and to perform a beatbox ostinato in a small group. To learn about the structure of rap songs and to create a catchy hook on an instrument Listening: Beatboxers/ Hip Hop artists.	Theme: Mad Mixtures Subject Driver: Science Skills: African drumming . Pulse and rhythm. Using djembe drums to learn a number of cyclic rhythmic patterns. Responding to rhythmic cues. Listening: African drumming and songs.	Theme: Heartbeat Subject Driver: Science Skills: Using notation and ostinato techniques to create a class performance of "La Volta." To explore Tudor instruments and music. Listening: setting of Shakespeare's words to music. Instruments used in the seventeenth century.	Theme: Creeping Coasts Subject Driver: Geography Skills: Listening and appraising. Creating music and drama in response to "Storm" by Benjamin Britten and "The Firebird" by Igor Stravinsky.	Theme: Ancient Greeks Subject Driver: History Skills: Song writing. Compose melody lines in different moods and rhythms taking into account the meaning of the words. Consider the accompanying style that you would like with your melody. Listening: song and ballads.
Year 6	Theme: Tales of the Thames Subject Driver: Geography Skills: Use the interrelated dimensions of music to create a soundscape based on the River Thames. Explore the scales and chords that Satie used in his composition "Gnossienne no 3"	Theme: To Infinity and Beyond Subject Driver: Science Skills: Interpreting images to create descriptive sound sequences. Thinking about texture, use the poem Space shot by Gareth Owen as a framework to develop a launch pad piece. Learn that scoring is about choosing and arranging sounds. Listening: Debussy's Clair de lune.	Theme: Your Country Needs You Subject Driver: History Skills: Feeling and moving to a three-beat pulse and revising rhythmic ostinato. Performing and improvising rhythmic and melodic ostinati. Singing in harmony. Learn rhythmic dance moves; – improvise dance moves for a section of a song; – combine singing and dance moves; – discuss ideas for development of a performance.	Theme: To Boldly Go Subject Driver: History Skills: music notation it's development from the mediaeval period. Hildegard of Bingen Mediaeval and Renaissance music.	Theme: Lights, Camera, Action Subject Driver: Art/DT Skills: learning about chromaticism, arpeggios and rhythm to find out how music creates mood in films. Watch film clips where music is used in different ways. Explore the music of John Williams.	Theme: Back to the Future Subject Driver: Science Skills: the development of music in the Classical and Romantic periods. Learning to play and improvise with the 12 bar blues.

Curriculum Overview: Music

All units include games that teach the interrelated dimensions of music and songs that reflect the unit's theme.