Portfields Primary School Medium Term Plan



Year Group – 2 Subject - Music Topic – Dynamics Timbe Tempo - Space Term - Summer 1

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National Curriculum	Key Questions	Substantive Knowledge	Key Vocabulary	Real-Life Links
 experiment with, create, select and combine sounds using the inter-related dimensions of music use their voices expressively and creatively by singing songs and speaking chants and rhymes' listen with concentration and understanding to a range of high-quality live and recorded music' listen with concentration and understanding to a range of high-quality live and recorded music' experiment with, create, select and combine sounds using the inter-related dimensions of music play tuned and untuned instruments musically' 	 What a new planet might look like – for example, what colour or colours might it be? What might or might not live there? How would they get there? How long would it take to get there? What might they find there, for example, planets, creatures, What might the planet's surface be like? What a new planet might look like – for example, what colour or colours might it be? What might or might not live there? How would they get there? How long would it take to get there? What might they find there, for example, planets, creatures, What might they find there, for example, planets, creatures, What might the planet's surface be like? How big or small their symbols or shapes are in relation to dynamics (volume) of the music. How close or far apart shapes are to represent the tempo (speed) of the music. The colours and qualities of the lines and how they could represent the timbre of different instruments. What does the music make you think of? What sort of emotions do you feel? How does the music make you think of? What makes you think that? What sort of emotions do you feel? How does the music create this effect? 	 ✓ To know that a 'soundscape' is a landscape created using only sounds. ✓ To know that a composer is someone who creates music and writes it down. ✓ To understand that a motif is a 'sound idea' that can be repeated throughout a piece of music. 	 Soundscape Timbre Dynamics Tempo Motif 	English: Writing – transcription: name the letters of the alphabet. Participate in discussions, presentations, performances, role play, improvisations and debates
	Technical Questions			
	What is a motif? (A motif is a small group of			
	notes that are played in a particular order, creating a 'sound idea').	Disciplinary Knowledge		Musicians and composers
	How can we use dynamics in our motif? (Dynamics would depend on the type of planet) How would we play louder on our instruments? (Hit them harder)	Skills Recognising timbre changes in music they listen to. Recognising structural features in music they listen to. Listening to and recognising instrumentation. Beginning to use musical vocabulary to describe music. Suggesting improvements to their own and others' work. Selecting and creating longer sequences of appropriate sounds with voices or instruments to represent a given idea or character. Successfully combining and layering several instrumental and vocal patterns within a given structure. Creating simple melodies from five or more notes. Choosing appropriate dynamics, tempo and timbre for a piece of music. Using letter name and graphic notation to represent the details of their composition. Beginning to suggest improvements to their own work. Using their voices expressively when singing, including the use of basic dynamics (loud and quiet)	• Soundscape • Timbre • Dynamics • Tempo • Motif	Composers

	✓ Performing expressively using dynamics and timbre to alter sounds as appropriate.	

Assessment:

Pupils with secure understanding indicated by:

- 1. Correctly identifying some instruments and changes in dynamics as well as explaining how the same instrument can have many different sounds.
- 2. Using their voice to create a variety of sounds, some musical vocabulary to describe the changes in tempo, dynamics and timbre.
- 3. Successfully creating, playing and performing a motif, notating or writing it down in some form.

<u>Lesson 1</u>			
Flasi	nback Four	<u>Learning Objectives</u>	Star Knowledge
Last Year: Which type of sounds can we use to make music showing a stormy sea? (Loud and fast sounds).	Last Topic: What is tempo? (How fast or slow the music is). Previous Key Stage:	Learning Objective To create a simple soundscape for effect Success Criteria: I can use my voice to create sound I can offer ideas and suggestions for making sounds I can create atmosphere by using dynamics	A soundscape is a landscape created by using only sounds.

		Lesson 2	
Flash	<u>nback Four</u>	<u>Learning Objectives</u>	<u>Star Knowledge</u>
Last Lesson: What is a soundscape? (A landscape created by using only sounds) Last Year: How can we make music? (Using instruments, our bodies and voices).	Last Topic: What is pitch? (How high or low the music is) Previous Key Stage:	Learning Objective To listen for and recognise some basic elements of music Success Criteria: I can recognise differences in dynamics I can recognise different instruments and begin to name them I can use appropriate musical vocabulary I can explain the mood of the music	Dynamics are how loud or sot the music is and timbre is the quality or colour of the sound.
		Lesson 3	
<u>Flash</u>	nback Four	<u>Learning Objectives</u>	<u>Star Knowledge</u>
Last Lesson: What is the different between timbre and dynamics in music? (Timbre is the quality or colour of the sound and dynamics is how loud or soft the sounds are). Last Year: How could you create the sound of the sea using your voice? (Children may demonstrate a 'shhhhhing' sound with their voice).	Last Topic What is melody? (Melody is a series of different tones/sounds in the music). Previous Key Stage:	Learning Objective To compare two pieces of music Success Criteria I can compare two pieces of music by the same composer I can identify changes in dynamics and use appropriate musical vocabulary I can recognise and name different instruments I can describe the mood of the music	Music can be made to represent different themes by changes the dynamics, timbre and tempo.

	<u>Lesson 4</u>			
Flash	nback Four	<u>Learning Objectives</u>	Star Knowledge	
Last Lesson: How can we change music to represent a different theme? (Change the dynamics, timbre or tempo).	Last Topic What are dynamics? (How sot or loud the music is).	Learning Objective To be able to create short sequences of sound Success Criteria: I understand what a motif is	A motif is a small group of notes that are played in a particular order, creating a 'sound idea'.	
Last Year: What is a graphic score? (Noting down music with pictures and symbols).	Previous Key Stage:	I can play a simple motif I can create a motif I can notate or create a visual representation of my motif		

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	<u>Star Knowledge</u>
accuracy it.	A motif can be repeated and used in different ways (or example changing the dynamics) to create a longer piece of music.