



Key vocab

- Rhythm- a mixture of long and short sounds that happen over the pulse.
- Pitch- how high or low sounds are.
- Tempo- how fast or slow music is.
- Dynamics- how loud or quiet music is.
- Notation- a symbol to represent a sound

Skills I will develop

- To explore different sound sources.
- Make sounds and recognise how they can give a message.
- Identify and name classroom instruments.
- Create and chose sounds in response to a given stimulus.
- Identify how sounds can be changed.
- Change sounds to reflect different stimuli.
- Contribute to the creation of a class composition.
- Play instruments in different ways and create sound effects.
- Handle and play instruments with control.
- Identify different groups of instruments.
- Perform together and follow instructions that combine the musical elements.
- Make their own symbols as part of a class score.
- Perform long and short sounds in response to symbols.

In this unit I will learn

To use seaside pictures as a stimulus to explore instruments and create a seaside soundscape as a class.

To devise a simple notation system as a class so everyone knows the sequence to perform.

An instrument I can choose



Tulip block.

Use with a wooden beater.