



Key vocab

- Melody- main part in musical composition.
- Phrase- a musical thought; captures main idea and is repeated.
- Pulse- a steady beat (like a ticking clock or heart beat).
- Pitch- how low or high a note sounds.
- Improvise- making up the music while you play.
- Compose- putting musical notes together.
- Solo- a piece of music performed by one musician.
- Ensemble- a group of musicians who perform together.
- Notation- a way of writing down music so that anyone can play it.
- Crotchet- musical note with the time value of one beat.
- Rest- interval of silence within music.

Skills I will develop

- Identify melodic phrases and play them by ear.
- Identify musical features which seem to suggest a mood or atmosphere
- Identify phrases that could be used as an introduction, interlude and ending.
- Explore and perform different types of accompaniment.
- Recognise and explore different combinations of pitch sounds.
- Make suggestions to improve my work.
- Create textures by combining sounds in different ways.
- Create descriptive music in pairs or small groups.
- Perform in different ways, exploring the way the performers are a musical resource.
- Perform long and short sounds in response to symbols.
- Create long and short sounds on instruments.
- Play and sing phrase from dot notation.
- Record my own ideas.
- Make my own symbols as part of a class score.

In this unit I will learn

- To create an atmospheric soundscape using percussion and voice (stimuli of volcanoes and earth quakes).
- To identify phrases to use as introduction, interlude and ending.
- To perform, using symbols to represent sound for others to follow.

An instrument I can choose.



**Glockenspiel.**

**Use with any beaters depending on the sound you want.**