

KS1 Music







	The History of Music						
1000-1500	1500-1600	1600-1760	1760-1820	1820-1900	1900-1940	1940-1960	1960 - present
Early Music	Resonance Music Tudor Period	Baroque Music Shakespeare The Great Fire on London	Classical Music Industrial Revolution	Romantic Music Victorian Era	Early 20th Century Music	Mid 20th Century Music WW II	Contemporary Music Adele The Beatles

What? Key Knowledge Takeaways

Children will develop skills in the areas below:

Singing and voice

I will find my singing voice and use my voice confidently

Listening, Memory and Movement

I will recall and remember short songs and sequences and patterns of sounds.

Rhythm

I will find the pulse in different pieces of music.

Sound and melody

Instruments

I will play and range of instruments and experiment playing them in different ways.

Performance Skills

I will perform together and follow instructions that combine the musical elements.

Composition

I will explore sounds and contribute to the creation of a class composition.

Evaluating and appraising

I will choose sounds and instruments carefully and make improvements to their own and others' work

Who? Famous People					
Beethoven	A famous classical music composer. He wrote the music Moonlight Sonata.				
Tchaikovsky	A famous Romantic music composer. He wrote the music for the ballet The Nutcracker.				
Louis Armstrong	Louis Armstrong was an American trumpeter and one of the most influential artists in jazz history.				
Adele	A British solo singer/songwriter and Grammy winner during 2000's.				

Key Vocabulary	Definition			
Pitch	How we describe high and low sounds.			
Rhythm	Rhythm is music's pattern of time. How long or short a sound is.			
Pulse	Pulse is a steady beat like a ticking clock or your heartbeat. It can be measured in time by counting the number of beats, which can change.			
Beat	The beat is the steady pulse that you fee in the tune, like a clock's tick. It's the bea you'd naturally clap along to, or tap you foot to.			
Melody	Melody is a group of notes played that change in pitch.			