Reception – Music Medium Term Plan

Autumn 1	Autumn 2
1 I've Got a Grumpy Face	<u>3 Witch, Witch</u>
• Sing with a sense of the pitch, following the shape of	 Invent own call-and-response phrases.
the melody with voices.	 Listen to and learn to sing Witch, witch.
• Tap in time to the beat.	 Change their voices to suit different characters.
 Recognise feeling/emotion in music and describe it in 	 Make scratchy sounds on un-tuned percussion.
words/movement.	 Use tuned instruments to play an accompaniment.
• Explore sounds (timbre) using voices and instruments	4 Row, row, row your boat
to create different feelings and moods. Talk about how	 Understand the difference between stepping notes
they made those sounds.	(small intervals) and leaping notes (large intervals).
2 The Sorcerer's Apprentice	 Explore the shape of the melody.
• Listen to The sorcerer's apprentice by Paul Dukas.	 Row, keeping in time with the beat.
• Respond to the music through movement and talking	 Play percussion instruments with the beat.
about it.	 Talk about the properties of different percussion
 Explore playing percussion instruments. 	instruments.
• Retell the story of Fantasia using their own ideas.	 Perform their music to others.
Spring 1	Spring 2
5 Bird Spotting	7 Up and Down
 Take turns in singing and echoing phrases. 	• Explore higher and lower pitches using vocal sounds.
Keep in time with the pulse	• Sing songs with phrases that move up and down in
• Listen to bird calls and copy them with their voices.	step.
• Listen to a piece of classical music and talk about how	 Talk about the pieces beginning to use musical
it makes them feel.	language (e.g. faster/slower, higher/lower).
• Respond to the music with movement.	• Make up an 'up and down' stepping tune on an
6 Shake my Sillies Out	instrument.
• Learn about changing tempo (speed) through singing	<u>8 Five Fine Bumble Bees</u>
an action song including contrasting speeds.	• Explore making rising and falling buzzing sounds.
Play a rhythmic accompaniment	 Recognise a change in tempo.
 Learn to consider the timbre (sound quality) of 	Play an accompaniment using tuned and un-tuned
instruments.	percussion.
 Learn to choose instruments to represent different 	 Create a vocal/instrumental soundscape to
sounds.	accompany a story.
Summer 1	Summer 2
<u>9 Down There Under the Sea</u>	<u>11 Slap, Clap, Clap</u>
• Explore the term 'call-and-response' through singing	• Perform the song as a clapping game with a partner.
and playing tuned percussion.	 Make up a three-beat body percussion pattern.
• Sing a song with 'stepping' and 'jumping' notes and a	 Perform a made up three-beat body percussion
call-and-response structure.	pattern to a steady beat.
Make up a sea-themed soundscape using percussion	 Transfer the actions and play sounds on un-tuned
instruments and perform it with the song.	percussion instruments
• Listen to music and respond through movement e.g.	<u>12 Bow, bow, bow Belinda</u>
with higher/lower, faster/slower movements.	• Learn to sing a new song, pitching notes accurately.
10 Cat and Mouse	Put the song and dance together and perform.
Explore dynamics with actions.	• Perform the new actions at the same time as singing.
Play percussion instruments along to a track varying	Listen to a folk song and discuss its features.
the dynamics.	• Explore high and low notes with their voice and an
Improvise a group piece with instruments.	instrument.
Listen to big band music.	 Play a tuned accompaniment to a song.
 Play along with the song Bang my drum. 	