

# Music Progression Map

## Pupils in the EYFS should have opportunities for:

#### Being imaginative and expressive:

- Invent, adapt and recount narratives and stories with peers and their teacher
- Sing a range of well known nursery rhymes and songs
- Perform songs, rhymes, poems and stories with others, and when appropriate try to move in time with music

#### **Creating with Materials**

- Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function
- Share their creations, explaining the process they have used
- Make use of props and materials when role playing characters in narratives and stories

EYFS and	Singing	Playing	Creating: improvising and	Listening and understanding
Reception	<ul> <li>To enjoy singing</li> <li>To join in with singing known nursery rhymes, new songs and rhymes suing simple actions</li> </ul>	<ul> <li>Play simple and untuned and tuned percussion instruments effectively to the pulse and repeat a simple rhythm pattern with confidence</li> <li>Play softly or loudly by following simple hand instructions</li> <li>To have respect for musical instruments</li> </ul>	<ul> <li>Add appropriate sounds to a story</li> </ul>	<ul> <li>Respond to music through movement</li> <li>To communicate the emotional effect of music (e.g. through words or facial expression)</li> </ul>

# Pupils in Key Stage 1 should be taught to:

- use their voices expressively and creatively by singing songs and speaking chants and rhymes
- · play tuned and untuned instruments musically
- · 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.

	Playing	Creating: improvising &	Listening & understanding	Dimensions
nging with others, sing a with a small range of any simple songs and with actions)  ood posture, develop eath control: use voice e sounds - humming, s, clicks and whistles	<ul> <li>Keep a steady pulse with some accuracy: tapping, clapping, marching, playing</li> <li>Follow simple instructions of how and when to play</li> <li>Play and control long and short, loud and soft and high and low sounds</li> <li>Clap / play syllables of words</li> <li>Copy back simple rhythms</li> <li>Clap back a different simple rhythm</li> <li>Play and explore a variety of classroom instruments</li> </ul>	Make simple musical choices in response to a story or topic (e.g. type of sounds, how loud, fast, and when to play) Feel & count the pulse - heartbeats (Is it fast/slow?)	<ul> <li>Respond to changes in tempo and dynamics(loud / soft) through movement e.g. marching, big / small gestures</li> <li>make physical movements that represent sounds (e.g. move like a snake, an elephant, grow like a tree)</li> <li>Describe music using adjectives: spiky, spooky, sad, happy, etc.</li> </ul>	Pitch: recognise and respond to high, low and middle sounds.  • Duration: recognise and respond to a pulse and patterns of long and short sounds.  • Dynamics: understand loud, quiet and silence.  • Tempo: understand fast and slow  • Timbre: identify different percussion sounds and how they are made  • Texture: recognise and respond to one sound
	Playing	Croating improvising 9	instruments by name and sound	leading to many sounds. • Structure: understand
dly and softly with sing back simple idea: sing simple songs ants (with actions) rhythmic and melodic n expression and nicate context of the in in with actions and	Join in and stop as indicated Respond to musical cues Repeat longer rhythmic patterns Play on pitched and unpitched instruments with appropriate technique explore dynamics, pitch & timbre Respond to and understand basic form of pitch and rhythm notation (e.g. simple traditional notation, graphic notation) say Ta/Titit to musical notation of known songs	Creating: improvising & composing     Create a simple short repeating musical idea     Choose suitable instruments to represent objects / moods / feelings     Create a simple rhythmic part with others playing (e.g. ostinato, drone) Invent symbols to represent sound and create a simple graphic score for pitch or duration that others can follow.	Talk about music heard with appropriate vocabulary.  Begin to explore how music can affect emotions.  Recognise how music enriches our lives.  Compare 2 contrasting pieces of music for dimensions such as pitch or tempo.  Think of ways to improve their compositions.	and identify beginning, middle and end and use of repetition and introduction.
r r i S h	dly and softly with sing back simple songs ants (with actions) be death control: use voice re sounds - humming, s, clicks and whistles that a steady pulse didea: sing simple songs ants (with actions) rhythmic and melodic of the expression and inicate context of the in in with actions and lling and invent relevant	Respond to musical cues  Playing  Ally and softly with a sing back simple songs into with actions)  Playing  Ally and softly with sing back simple songs into cues (with actions)  Play and explore a variety of classroom instruments  Playing  Respond to musical cues  Repeat longer rhythmic patterns  Play on pitched and unpitched instruments with appropriate technique explore dynamics, pitch & timbre  Respond to and understand basic form of pitch and rhythm notation (e.g. simple traditional notation, graphic notation) say Ta/Titit to musical	Composing	composing  **Make simple musical choices in response to a story or topic (e.g. type of sounds, how loud, fast, and when to play and control long and short, loud and soft and high and low sounds  **Clap play syllables of words  **Clap play syllables  **Clap play syllables  **Clap play syllables  **Clap play syllables

## Pupils in Key Stage 2 should be taught to:

- sing and play musically with increasing confidence and control. They should develop an understanding of musical composition, organising and
- manipulating ideas within musical structures and reproducing sounds from aural memory.
- play and perform in solo and ensemble contexts, using their voices and playing musical instruments with increasing accuracy, fluency, control and expression
- improvise and compose music for a range of purposes using the inter-related dimensions of music using and understanding staff and other
- musical notations
- listen with attention to detail and recall sounds with increasing aural memory; appreciate and understand a wide range of high-quality live and
- recorded music drawn from different traditions and from great composers and musicians; develop an understanding of the history of music

Year 3	Singing	Playing	Creating: Improvising & composing	Listening & understanding	Dimensions
	<ul> <li>Sing with appropriate phrasing / breathing</li> <li>Sing with larger range of notes</li> <li>Sing in two parts (e.g. a round in a large group) Sing rounds (canons) and partner songs, maintaining own part with some support.</li> <li>Sing with clear diction Sing songs from different musical genres / cultures (e.g. rock, folk, traditional, historical, lullaby, African chant, gospel, Raga, Hymns)</li> </ul>	<ul> <li>Keep a steady pulse</li> <li>Play simple rhythms from traditional notation / graphic notation - staff notation: recognise notes on the stave and note values of quaver, crotchet and minim</li> <li>Demonstrate the difference between pulse and rhythm</li> <li>Play a simple melody solo or in a group - read and play 3 notes on an instrument (eg recorders) with care and a degree of accuracy.</li> <li>Play an accompaniment part (e.g. drone, repeating rhythmic part)</li> <li>Interpret simple graphic score - Show awareness and blend with others when performing</li> </ul>	<ul> <li>Improvise freely using 3 given notes - compose four bars of music using 3 notes with an understanding of note value and time signature;</li> <li>Clap back a different simple rhythm</li> <li>Create a simple rhythmic passage</li> <li>Create and play a simple graphic score on a theme - represent sounds on a graphic score with symbols for a group performance;</li> <li>Create a soundscape or story - include pitch, tempo and a start / ending - create a soundscape using tuned and untuned percussion.</li> </ul>	<ul> <li>Describe a single piece in terms of tempo, dynamics and mood describe and give opinions of the music heard with some use of musical vocabulary</li> <li>Identify simple structures (repeating melody, introduction, verse / chorus)</li> <li>Identify simple genres e.g. pop, folk, classical, rap, Bhangra Identify classroom instruments and describe their timbre</li> <li>Identify the difference between pitched and non-pitched instruments</li> </ul>	Pitch: recognise and respond to higher and lower sounds and general shapes of a melody. Begin to recognise steps, leaps and repeated notes.  • Duration: distinguish between a pulse and rhythm. Understand that rhythmic patterns fit to the beat. Begin to understand the 4 beat rhythm pattern and syncopated rhythms.  • Dynamics: understand getting louder and quieter in finer graduations.  • Tempo: understand getting faster and slower in finer graduations  • Timbre: identify a range of instruments by name and how they are played. Discuss the quality of
Year 4	Singing	Playing	Creating: Improvising &	Listening & understanding	'voice' of both instrumental and vocal
	Sing with even tone across the dynamic range with clear	Self-correct when going out of time	<ul><li>Improvise in time using given notes</li></ul>	Identify and describe different textures e.g.	pieces.

V	open vowels - Sing songs with a simple ostinato part.  Sing with facial expression and good posture  Sing a short, simple solo  Use different voices e.g. talking, whisper, squeaky and monster voice confidently  Show awareness and blend with others when singing  Demonstrate good performance technique (entry, posture, acknowledgement of audience, etc.) - Sing with a developing understanding of expression and dynamics.	<ul> <li>Play longer and more complex rhythms</li> <li>Play a simple melody in 2 parts with 'step-by-step' movement</li> <li>Play a selection of simple chords</li> <li>Play showing 2 techniques on an instrument (e.g. Glockenspiel letting the beater bounce back, vibrato) - Perform simple rhythmic and melodic patterns on a variety of percussion instruments.</li> <li>Follow a conductor adapting to changes in dynamics and tempo - understand and use Italian musical terminology within vocal and instrumental composition.</li> </ul>	<ul> <li>Create a longer rhythm</li> <li>Create a simple rhythmic accompaniment to a melody</li> <li>Layer different rhythms against each other to create a piece of music</li> <li>Collaborate and create a short group piece with a clear structure including introduction, repetition and ending</li> </ul> Creating: Improvising &	solo, duet - identify some of the structural and expressive aspects of the music heard (starts slowly and gets faster)  Observe and discuss the music of at least 3 culturally diverse musicians - discuss the emotional impact of a piece.  Describe and compare different pieces of music in terms of history, culture and purpose  Demonstrate the understanding of pitch through simple notation  Listen to music with simple chords - share ways to improve the composition of others  Identify common orchestral instruments by sign and sound - recognise the family groups within the orchestra and the importance of the conductor.	Texture: recognise different combinations of layers in music.     Structure: develop an understanding of repetition (ostinato) and contrast (verse/chorus) structures and repeat signs.    Dimensions   Dimensio
Year 5	Singing	Playing	composing	Listening & understanding	Dimensions
	Sing with a range of an	Play longer and more	Improvise with call and	Identify a wider range	Pitch: identify steps, leaps
	octave or more	complex rhythms in different	response ideas	of orchestral and	and repeated notes.
	<ul> <li>Make adjustments to</li> </ul>	metres - play percussion	<ul> <li>Improvise and compose</li> </ul>	non-orchestral	Identify a major scale
	intonation - confidently sing	instruments with an	using pentatonic notes	1	pattern and use pitch

	part songs and canons with control, expression, phrasing and dynamics.  Breathe without interrupting the musical line  Sing songs in two parts that have contrasting melodies and countermelodies	understanding of pitch, 2, 3 and 4 beats in a bar and syncopated rhythms.  Play a melody with the 'step-by-step' movement, small leaps and repetition - accurately maintain an independent part within a group in both instrumental and vocal performance  Play a piece using 2 chords or more  Discuss and refine performances, deciding on appropriate tempo and dynamic  Experiment with taking control of tempo and dynamics in group playing - group soundscape composition with instruments and vocals and a conductor.	over a drone or chord pattern  compose a simple chord sequence  Compose a rap with an accompanying rhythm  Compose and notate a piece with more than one section. Include musical variations such as texture, dynamic, temp. This could be in response to a story, picture, poem.	range of non-western styles (e.g. Chinese, Indian, African)	knowledge to recreate a piece on tuned instruments.  Duration: understand 2, 3 and 4 beats in a bar and how rhythms fit into a steady beat. Recognise and use a syncopated rhythm.  Dynamics: understand how a wider range of dynamics can be used for expressive effect.  Tempo: understand how a wider range of tempi can be used for expressive effect.  Timbre: Discuss the 'quality' of voice of vocal and instrumental pieces. Identify families of instruments and ensemble combinations (samba,
Year 6	Singing	Playing	Creating: Improvising & composing	Listening & understanding	choir) • Texture: begin to
	<ul> <li>Maintain good intonation through whole song</li> <li>Have access to follow music using simple traditional notation</li> <li>Sing with confidence and good communication as a soloist or a small group</li> <li>Convey the meaning and the context of the song with dramatic interpretation - perform with control, dynamics and awareness of others.</li> </ul>	Play from more complex notations including pitch, dynamic, rhythm and expressive contexts - Staff notation: recognise notes on the stave and note values of semiquaver, quaver, crotchet, minim and semibreve; represent sounds on a graphic score with symbols for group performance with an	<ul> <li>Improvise freely using given notes within a structure e.g. drone, 12 bar blues, beatbox</li> <li>Compose a simple chord sequence and suitable melody</li> <li>Compose an ostinato / riff for an accompaniment</li> <li>Collaborate, compose and notate a song with more than one section</li> </ul>	within music (e.g. verse, chorus, intro, bridge, repeat, etc.)	understand different types of harmony (simple parts, use of chords, acappella) • Structure: develop an understanding of conventional musical structures (repeat signs, coda, drone/ostinato, rondo, theme and variations).

	awareness of balance,		and their role within the	
	tempo and dynamics		ensemble (eg ostinato;	
•	Play more complex rhythms		melody).	
	- Compose four bars of	•	Use appropriate	
	music using up to 5 notes		musical vocabulary to	
	with an understanding of		describe particular	
	note value and time		characteristics (e.g.	
	signature and melody.		chords, staccato, forte,	
•	Play a melody with		riff, bassline)	
	'step-by-step' movement,	•	Demonstrate an	
	larger leaps, repetition and		awareness of the	
	appropriate phrasing /		historical development	
	articulation - read and play		of music - Listen to	
	at least 5 notes on an		music of differing	
	instrument (e.g. recorders)		genres (e.g jazz,	
	with greater accuracy and		classical, blues) and	
	independence. Xylos &		compare and contrast	
	glocks yr 5, keyboards yr 6)		the different styles.	
•	Play a chord sequence -	•	Critique own and	
•	Make choices about		others' work, offering	
	appropriate blending in an		specific comments and	
	ensemble		justifying these - discuss	
•	Show and understand the		ways to improve the	
	etiquette of performance		composition of others	
	and communicate with		using musical	
	confidence to an audience		dimensions as a guide.	
	- improvise with confidence			
	and an awareness of			
	rhythm, context and			
	purpose.			