FS2 Music Curriculum				
Theme	Marvellous Me/Colours of the Rainbow	Mirror Mirror/Animal Kingdom	Enchanted Garden/Let's Explore	
Term	Autumn	Spring	Summer	
End of Unit Outcomes	Children sing a range of well-known nursery rhymes and songs. Children perform songs, rhymes, poems and stories with others, and (when appropriate) try to move in time with music.			
Reception Musical Knowledge	To know many songs and be able to sing them off by heart using actions To understand sounds can be changed and to experiment changing them			
Sequence of learning	 To explore a range of songs To explore the different sounds instruments can make (Exp Art) To explore a range of songs/rhymes using different pitch. (Exp Art) To create a steady beat. To create different rhythms. (Exp Art) To show awareness of how to use musical instruments appropriately (Exp Art) 	 To learn a sequence of dance steps and move rhythmically to music. (Phys) To create a steady beat. (Exp Art) To listen to and respond to a variety of pieces of music (Exp Art) To explore how to use voice to create high and low pitch (Exp Art) 	 To create my own songs and dance steps to music. (Phys) To perform a sequence of dance steps and sing a song to an audience. (Phys) To choose different instruments including the voice to create sound effects in play (Exp Art) To perform songs and music using own voice and instruments. (Exp Art) 	
Sparkyard Unit Link	My Musical Classroom	Musical Patterns and performing	Sound Stories	
Sparkyard Overview	- The term begins with activities perfect for getting the class settled into school life! The children will learn simple welcome songs and have fun working as a class to create simple actions to accompany songs and nursery rhymes. They will learn to follow musical instructions and explore creative movement – jumping like a jack-in-the-box or dancing like a rock 'n' roll teddy bear! Active listening activities are used throughout the term and the children will experience a range of music from West African dance to the sound of Norwegian ice instruments! As the term progresses, they will learn to recognize simple classroom percussion instruments and compare their sounds. They will compose simple sound sequences and represent them using objects and pictures. To round the term off, why not 'take a song for a walk' by singing a song to different people and in different places in the school?	Music is full of patterns! This term begins with activities designed to get children recognizing musical patterns in songs and music. They will add actions to match song lyrics, play listening games to develop recall of sound sequences, and have fun exploring music-and-movement patterns through songs such as The Mouse And The Giant. The children will develop their recognition of classroom percussion instruments, using them to play simple accompaniments and simple rhythm patterns. They will also begin to explore ways to change sounds and create simple patterns, e.g. playing loudly, quietly, slowly or quickly. Composing music inspired by transport, machines and robots provides an opportunity to explore descriptive sounds and to develop an understanding of pictorial notations. From 'Fossils' (Carnival Of The Animals by Saint-Saëns) to Don't Stop Me Now (Freddie Mercury), every lesson has an active listening activity, providing the children with regular opportunities to experience music through movement, dance, art or role-play. A simple performance is a fitting way to end the term. From a choice of activities, the children can create their own dances, perform the I Don't Want To Be A Frog's Egg story or learn a playground singing game to share with their school community.	From simple singing games to wiggly snail trails, this term begins with opportunities to tell playful stories using voices and tuned instruments. Heading outdoors is encouraged with musical storytelling inspired by the natural environment. From sound sticks to journey sticks, the children will learn to create musical patterns, using natural objects as a musical score. Listening choices also reflect the outdoors theme – the perfect opportunity to learn about instruments made from wood such as the didgeridoo, the log drum, the courting flute and temple blocks. An introduction to musical timbre is explored through fairy-tale characters as the children learn to associate characters with instruments – they might even meet them at a Fairytale Tea Party! They will explore the effect of layering instrumental sounds, developing an understanding of musical texture. The story theme continues as children learn to use simple sound effects and pictorial notation to accompany a story or song. From a choice of activities, the children can retell The Three Billy Goats Gruff, create a fairy-tale sound map, or create a class song boy for Come With Me To The Beach.	

Sparkyard Small Steps	STEP 1: Hear My Voice	Step 1: What's the Pattern?	STEP 1: Pitch Play And Changing Sounds
	Here I am	What's The Weather Today?	Different Voices
	To sing a welcome song as a group	To match movements to music and follow musical cues	To experiment with voice sounds
	To add actions and movement to a song	To begin to recognize the structure of a song	To follow musical instructions (loud, quiet, spiky,
	To share responses to songs and music	To follow simple notation	smooth, fast, slow)
			To sing short songs and melodies in small groups with
	STEP 2: What's The Music Saying?	Step2: Playing Musical patterns and accompaniments	growing confidence
	Jack in the Box	Pass The Parcel	
	To match movements to music	To respond to musical cues	STEP 2: Patterns and Sequences
	To listen to and follow musical instructions, responding	To move in time with the music	Nature And Sound Patterns
	through movement	To play instruments to a steady pulse	To recognize musical patterns
	To sing songs as a group	To name classroom percussion instruments	To experiment with ways to change sounds
			To use music to represent patterns in nature
	STEP 3: Instruments Everywhere	STEP 3: Exploring Descriptive Sounds	To follow notation
	Match the Instruments	Pick and Mix	
	To investigate the timbre of instruments and sound-	See website for ideas and suggestions for continuous	STEP 3: Meet the Characters
	makers	provision activities	Who's In the Forest?
	To explore ways of sorting instruments		To select instrumental sounds, suggesting ways to play
	To name some classroom percussion instruments	STEP 4: Let's Perform	To order and combine simple sounds
	To handle instruments with control	Singing Games	To follow directions, knowing when to start, stop or
		To recognize the structure of a song	change sounds
	STEP 4: Playing With Songs	To devise a movement sequence	To spot simple features of music and dance
	Pick and Mix	To teach others a singing game	performances
	See website for ideas and suggestions for continuous	To compare singing games	
	provision activities		STEP 4: Perform A Story!
			Story Sound Effects
			To use simple sound effects to tell a story
			To perform a story as a group
			To sing songs with expression
Vocabulary	Listen Instrument Sound	Rhythm Beat Loud	Tempo Fast slow
	Stop Shake Tap	Quiet Soft Perform	Pitch High Low