

MUSIC ELEMENTS	NURSERY/RECEPTION	YEAR ONE	YEAR TWO
<b>PITCH</b>	Use voice to find high/low Listen and categorise everyday sounds Explore high and low through investigating percussion.	Explore high and low through investigating percussion Explore high and low through singing/vocal sounds	Explore high and low through singing/vocal sounds Use movement to emphasize pitch in songs Investigate high and low on tuned instruments through games and stories Identify high/low/middle through movement and song
<b>DURATION</b>	Distinguish between long and short sounds in the environment Distinguish between long and short sounds on an instrument Make long and short vocal sounds March to the beat	Distinguish between long and short sounds on an instrument Make long and short vocal sounds March to the beat Skip to the beat Keep a steady beat with body sounds in games and songs	Keep a steady beat with body sounds in games and songs Organize long and short sounds into patterns Clap rhythms of names
<b>DYNAMICS</b>	Identify loud/quiet sounds in the classroom Play games to develop an understanding of loud and quiet Explore loud and quiet body sounds	Explore loud and quiet body sounds Explore loud and quiet vocal sounds Collect loud/quiet sounds to make a sound tape quiz Using instruments make loud and quiet sounds	Explore loud and quiet vocal sounds Collect loud/quiet sounds to make a sound tape quiz Using instruments make loud and quiet sounds Following directions, practice getting louder and quieter with voices and then instruments
<b>TEMPO</b>	Identify and talk about fast and slow things in the child's world Play finger games and rhymes that give opportunity for fast and slow Say their names fast and slow	Contrast fast and slow in movement Establish steady beat Sing a song fast and slow Alternate fast and slow in a clapping game	Contrast fast and slow in movement Establish steady beat Sing a song fast and slow Alternate fast and slow in a clapping game
<b>TIMBRE</b>	Recognize the unseen voice of a friend Identify familiar sounds in the environment Make a sound tape Explore body/vocal sounds Play accumulative games with body sounds showing different qualities Explore the potential of instruments through circle games Recognize the sounds and names of different instruments	Play accumulative games with body sounds showing different qualities Explore the potential of instruments through circle games Recognize the sounds and names of different instruments Classify sounds/instruments into sets	Classify sounds/instruments into sets Use screen games to pick out the timbres heard from a variety of instruments Develop the skills to control different sounds on an instrument
<b>TEXTURE</b>	Everybody makes the same sounds Sing altogether	Play a game where the leader is making different sounds to rest of group Introduce simple accompaniments such as a drum beat to a song	Play a game where the leader is making different sounds to rest of group Introduce simple accompaniments such as a drum beat to a song Play listening games to focus awareness on layers of sounds e.g. screen games A group makes more than one sound together and at the same time to build up a texture such as a rain dance with body sounds
<b>STRUCTURE</b>	Recognition of same and different in sound e.g. slap/click Circle games that have a repeated pattern e.g. rhyme, clap or action Sing simple nursery rhymes and action songs	Circle games that have a repeated pattern e.g. rhyme, clap or action Sing simple nursery rhymes and action songs Sing/play call and response, question and answer	Circle games that have a repeated pattern e.g. rhyme, clap or action Sing simple nursery rhymes and action songs Sing/play call and response, question and answer Create music which has an element of change Sing and talk about a song with verse and chorus