



Area: Composing and Notation		Year: 3	Subject: Music																									
What should I already know?		How will I use this learning in the future?		What vocabulary should I learn?																								
<ul style="list-style-type: none"> → tempo refers to the speed of the music → pieces of music are sequences with a beginning, middle and end → musical notes can be represented graphically using symbols 		<p>In Year 4, I will be improvising and composing music to a given structure (e.g. binary, ternary, rondo). I will begin to use some symbols for the dynamics I have been taught (e.g. f = forte, P = piano).</p>		<table border="1"> <tr> <td>accompaniment</td> <td>music played in support of someone singing or playing an instrument</td> </tr> <tr> <td>graphic score</td> <td>representation of music through the use of visual symbols</td> </tr> <tr> <td>harmony</td> <td>combination of similar sounding notes blending together</td> </tr> <tr> <td>harsh</td> <td>jarring or chaotic sounds mixed together</td> </tr> <tr> <td>mellow</td> <td>soft and relaxing</td> </tr> <tr> <td>melody</td> <td>the main part in a musical composition</td> </tr> <tr> <td>metre</td> <td>regularly recurring patterns</td> </tr> <tr> <td>pentatonic</td> <td>a scale of five notes</td> </tr> <tr> <td>rasping</td> <td>scraping or grating sound</td> </tr> <tr> <td>rests</td> <td>where no music is played</td> </tr> <tr> <td>shrill</td> <td>high-pitched</td> </tr> <tr> <td>texture</td> <td>the overall quality of the sound in a piece, e.g. thick (many layers) or thin (a few layers)</td> </tr> </table>	accompaniment	music played in support of someone singing or playing an instrument	graphic score	representation of music through the use of visual symbols	harmony	combination of similar sounding notes blending together	harsh	jarring or chaotic sounds mixed together	mellow	soft and relaxing	melody	the main part in a musical composition	metre	regularly recurring patterns	pentatonic	a scale of five notes	rasping	scraping or grating sound	rests	where no music is played	shrill	high-pitched	texture	the overall quality of the sound in a piece, e.g. thick (many layers) or thin (a few layers)
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What should I be able to do by the end?																												
<p>I can improvise and compose short music patterns by selecting, creating and combining sounds, focusing on timbre, dynamics, tempo and pitch.</p> <p>Timbre tone or sound quality made by the different instruments.</p> <p>Instrument families:</p> <div style="display: flex; justify-content: space-around;"> <div style="text-align: center;"> Woodwind </div> <div style="text-align: center;"> Brass </div> </div> <div style="display: flex; justify-content: space-around; margin-top: 10px;"> <div style="text-align: center;"> Percussion </div> <div style="text-align: center;"> String </div> </div> <p>Tempo: how fast or slow.</p> <p>Dynamics: from loud to soft.</p> <p>Pitch: from high to low.</p>	<p>I can listen to a piece of music and describe the effect or mood created by specific sounds and instruments.</p> <p>The Entertainer - Scott Joplin (fun and mischief)</p> <p>Danse Macabre - Saint-Sains (mysterious and bewitching)</p> <p>William Tell Overture - Rossini (thrill/excitement)</p> <p>Adagio in G minor - Albinoni (sadness)</p> <p>Clair de Lune - Debussy (peaceful/calm)</p> <p>I can carefully select my own sounds and instruments to create a certain effect or mood. For example:</p> <ul style="list-style-type: none"> → sadness: slow tempo, soft dynamics, low pitch → excitement: mixed tempo, dynamics and pitch 	<p>I can notate musical ideas on a graphic score.</p> <p>I can identify appropriate patterns and pictures for my graphic score.</p> <p>Using a given mood, I can choose appropriate sounds considering timbre, dynamics, tempo and pitch to create a graphic score.</p>	<table border="1"> <tr> <td>chorus</td> <td>a part of a song which is repeated after each verse</td> </tr> <tr> <td>graphic notation</td> <td>the representation of music through the use of visual symbols</td> </tr> <tr> <td>note</td> <td>a symbol representing a sound</td> </tr> <tr> <td>structure</td> <td>how the piece of music is built using verses and the chorus</td> </tr> <tr> <td>verse</td> <td>set of lyrics (words) that tell the main story of the song</td> </tr> </table> <p>What should I know by the end?</p> <p>I know that sounds can be blended to create harmonies.</p> <p>I know that composers can express moods through their pieces by using certain instruments/ sounds and different patterns.</p> <p>I know that music can be written down using a graphic score to revisit and change ideas.</p>		chorus	a part of a song which is repeated after each verse	graphic notation	the representation of music through the use of visual symbols	note	a symbol representing a sound	structure	how the piece of music is built using verses and the chorus	verse	set of lyrics (words) that tell the main story of the song														
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