



# Unity in the Community

## How can sounds be composed and changed?

### What will we be learning in music?

- To know how symbols are used in composition
- Recognise and explore how sounds can be made and changed
- Create and choose sounds in response to given starting points
- To know that the dynamic symbol *f* means 'loud' and *p* means 'quiet'
- To know what is meant by musical texture
- To be able to recognise the difference between a thin and thicker texture
- Play tuned and untuned instruments musically
- To name and know how to play a range of musical instruments
- Use your voices confidently in different ways
- Identify long and short sounds in music
- Respond appropriately to musical instruments

### What will we be doing in music?

- During a walk around our locality, we will Look out for signs and symbols and identify what actions these want us to do e.g. stop, slow down, speed up
- We will learn what dynamics is
- Learning 'f' for forte (loud) and 'p' for piano (quiet)
- Singing a well- known song with loud/ quiet aspects
- Add instruments to reflect the dynamics
- We will make links from signs in the environment to musical actions using vocal and percussion sounds
- In groups we will compose music to represent the signs from the environment by adding texture, a slow, steady beat and quiet/loud elements.
- We will perform (+record) our performances for our peers
- We will evaluate the performances and identify how it could be improved.

### Prior knowledge:

- Sing well known nursery rhymes and songs (Rec)
- Listen attentively (Rec)

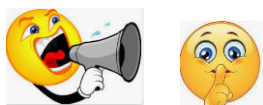
### Future learning:

- Dynamics – creating (Y2)

### Words you will be using

#### Dynamics

The loudness or quietness of the music



#### Texture

The number and types of layers in a song. E.g. voice, drums and guitar.



#### Beat

The regular repeating heartbeat of the music staying at the same speed throughout



#### Sequence

A string of sounds together in a specific order



#### Vocal percussion

Using your voice make the sound of a percussion instrument



#### Body percussion

Using claps, stamps, slaps and tongue clicks etc. to create rhythms and sounds.



#### Signs/symbols

Markings which can be used to represent a sound.



#### Notation

Music that has been written down so performers know how it is supposed to be played. It consists of a series of symbols and markings.



