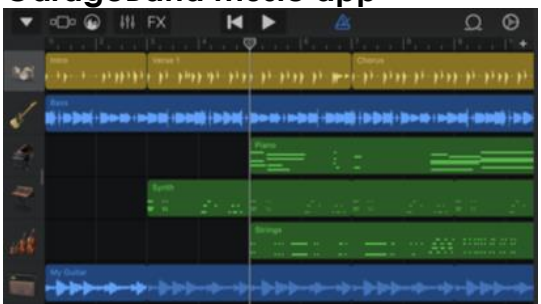
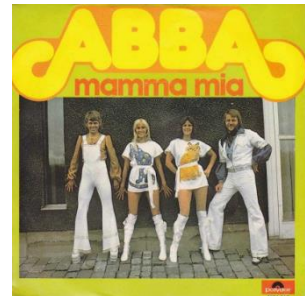
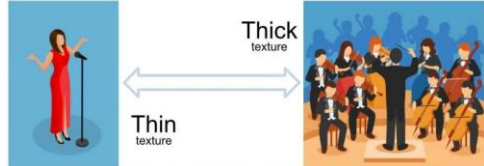


Year 5 Music		Notation (Glockenspiels) Texture	
Crucial Knowledge & Skills	Interrelated Dimensions of Music	Notation	Key Vocabulary
- Playing glockenspiels, reading, writing and playing from formal notation. - Writing and reading notes C, D, E, F & G as crotchets and quavers. - Playing rhythmic and melodic patterns on a glockenspiels. - Analysing texture and creating a piece of music with a focus on texture. Exploring how layers of sound effect different pieces of music. - Composing and performing music with a varying texture.	Pulse – steady beat Rhythm – long & short sounds Timbre – sound quality Texture – layers of sound Tempo – fast & slow Dynamics – loud & soft	Duration – the length of time a note, sound, or silence lasts Treble clef  Semibreve = 4 beats  Minim = 2 beats  Crotchet = 1 beat  Quavers = half beats  Tied notes  Crotchet rests  Minim rests  Quaver rests 	Timbre – electronic/digital sounds Inspiration – how have musicians been inspired, how can they inspire us? Texture – Layers of sound – thick and thin Incredibox music app  GarageBand music app 
	Technical Terms Dynamics : Mezzo piano mp = moderately soft Mezzo forte mf = moderately loud Simple time – 4/4 Key signature – flats and sharps in the music Tempo : Andante = at a walking pace Allegro = fast		
Key Concepts			
Singing	Listening	Appraising	Musicianship
Singing ‘Mamma Mia’ in unison with musical expression and with an awareness of audience. 	Identifying a steady pulse, and differences in texture, describing layers of sound in different pieces of music from Sheffield bands. 	Analysing the texture within a piece of music and being able to give reasons why some layers sound better than others. 	Using instruments correctly to produce the best quality sounds with an awareness of pulse. Practising and performing as a solo musician and as part of an ensemble. Reading formal notation and playing from it. Creating music using IT.

