

What I should already know

I have experimented with, created, selected and combined sounds using the inter-related dimensions of music. I can play tuned and un-tuned instruments musically.

Important Images

Timbre

Shaky, chiming, scraping, jumpy, mellow, resonant, rough, smooth, warm, soft, dark, bright, spiky, crashing, brassy, buzzy, sliding, thunderous.

Dynamics

Abbreviation	Term	Translation
pp	pianissimo	very soft
p	piano	soft
mp	mezzo piano	medium soft
mf	mezzo forte	medium loud
f	forte	loud
ff	fortissimo	very loud
	crescendo	get louder
	decrescendo	get softer

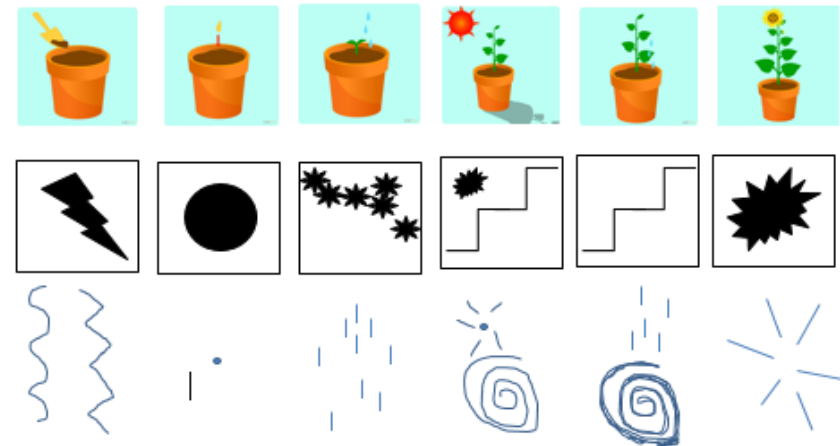
Tempo



Key Vocabulary

Graphic score	The music is shown by symbols instead of/with notation.
Narrator	Someone who reads the story aloud
Ensemble	To play together
Conductor	Someone who uses gestures to (mainly) keep the group in time.
Dynamics	How loud or quiet the music is
Tempo	The speed of the music; fast or slow or in-between.
Seasons	Spring, Summer, Autumn, Winter
Timbre	The tone or quality of a sound

Examples of symbols used in a graphic score (Stages of a plant's life):



Play and Perform Play percussion with an awareness of dynamics, tempo and instrument timbre, solo or as part of an ensemble.

Improvise and Compose Use dynamics and tempo to create contrast. Choose and combine sounds to represent events in a story.

Listen and Appraise Recognise the difference between the timbres of percussion instruments.

Musical Notation Create a graphic score to reflect the timbre of an instrument.

Appreciation and Understanding Analyse and compare sounds, explaining ideas and feelings about music. Recognise some of the inter-related dimensions of music. Use and/or recognise tempo and dynamic symbols.