









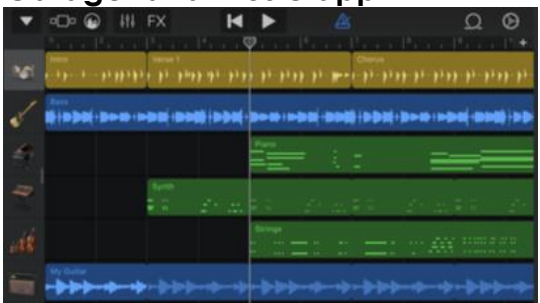
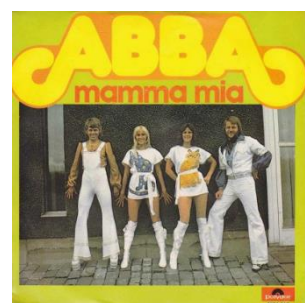

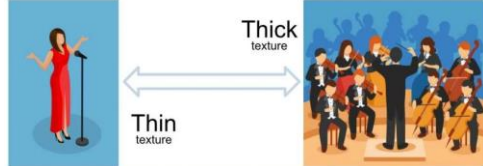


Year 5 Music		Notation (Glockenspiels) Texture	
Crucial Knowledge & Skills	Interrelated Dimensions of Music	Notation	Key Vocabulary
<ul style="list-style-type: none"><li>Playing glockenspiels, reading, writing and playing from formal notation.</li><li>Writing and reading notes C, D, E, F &amp; G as crotchets and quavers.</li><li>Playing rhythmic and melodic patterns on a glockenspiels.</li><li>Analysing texture and creating a piece of music with a focus on texture. Exploring how layers of sound effect different pieces of music.</li><li>Composing and performing music with a varying texture.</li></ul>	<ul style="list-style-type: none"><li><b>Pulse</b> – steady beat</li><li><b>Rhythm</b> – long &amp; short sounds</li><li><b>Timbre</b> – sound quality</li><li><b>Texture</b> – layers of sound</li><li><b>Tempo</b> – fast &amp; slow</li><li><b>Dynamics</b> – loud &amp; soft</li></ul>	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 	<b>Timbre</b> – electronic/digital sounds <b>Inspiration</b> – how have musicians been inspired, how can they inspire us? <b>Texture</b> – Layers of sound – thick and thin <b>Incredibox music app</b>  <b>GarageBand music app</b> 
	<b>Technical Terms</b> <b>Dynamics :</b> <b>Mezzo piano mp</b> = moderately soft <b>Mezzo forte mf</b> = moderately loud <b>Simple time – 4/4</b> <b>Key signature</b> – flats and sharps in the music <b>Tempo :</b> <b>Andante</b> = at a walking pace <b>Allegro</b> = fast		
Key Concepts			
Singing	Listening	Appraising	Musicianship
<p>Singing ‘Mamma Mia’ in unison with musical expression and with an awareness of audience.</p> 	<p>Identifying a steady pulse, and differences in texture, describing layers of sound in different pieces of music from Sheffield bands.</p> 	<p>Analysing the texture within a piece of music and being able to give reasons why some layers sound better than others.</p> 	<p>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.</p>

