



What should I already know?

- I have done some work on developing composing and performing skills.
- I have explored how rhythms can be created by using syllable patterns from simple spoken phrases.
- I have created graphic scores to notate my ideas.
- I have had a go at self and peer assessment.

Key knowledge

- rhythms can be created, layered and combined to produce a range of textures, dynamics and musical interest
- formal and non-formal notation and rhythm grids are used to compose music
- developing and extend clapping patterns can be used to perform parts as a round
- composing and layering different rhythms can create a range of textures
- words and syllables can form rhythm patterns
- repetition, layering and texture can be used to compose and notate a piece using a graphic grid

Key Vocabulary

Pulse - the regular 'heartbeat' of a piece, holding the core timing together in a piece of music. This is also known as the beat.

Tempo - the speed at which a piece of music is played

Canon - A piece in which two or more parts play the same music at different times

Dynamics - How loudly or softly to play a part or piece of music

Melody - A group of notes played one after another to make a tune (a melody)

Ostinato - A repeated musical phrase or rhythm

Phrase - A 'musical sentence' created by a series of notes which sounds complete even when played alone

Pitch - How high or low a note is

Rhythm - A pattern of sounds played through time, formed by a series of notes.

Ternary form - A piece of music that is structured in three different sections in which the 3rd section is the same or nearly the same as the first section



Main events



Location



Settlements



Artefacts