

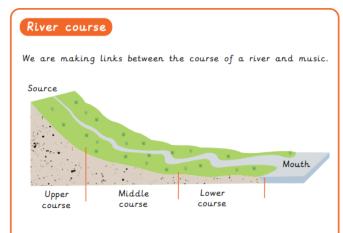
Year 4 - Music Spr 2
Rivers

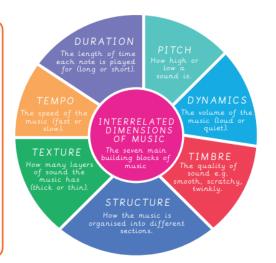
Key Facts

Notation symbols/Instrument identity

Musical Style: Classical

Classical music is music that has been composed by musicians who are trained in writing music (composing), such as Smetana, Vivaldi, Beethoven and Holst. The term 'classical music' can also refer to music composed in the classical period 1750 to 1825.





Key Learning:

To know that when you sing without accompaniment it is called 'A Cappella'. To know that harmony means playing two notes at the same time that usually sound good together.

To know that an ostinato is a musical pattern that is repeated over and over; a vocal ostinato is a pattern created with your voice. To know that 'performance directions' are words added to musical notation to tell the performers how to play.

Prior Learning:

- *Discussing the stylistic features of different genres, styles and traditions of music using musical vocabulary (Indian, classical, Chinese, Battle Songs, Ballads, Jazz). Understanding that music from different parts of the world has different features.
- *Recognising and explaining the changes within a piece of music using musical vocabulary.
- *Describing the timbre, dynamic, and textural details of a piece of music, both verbally, and through movement. Beginning to show an awareness of metre.
- *Beginning to use musical vocabulary (related to the inter-related dimensions of music) when discussing improvements to their own and others' work.

Enrichment Opportunities:

Look at rivers around the world.

Create sounds of the river from the source to the mouth.

Subject Specific Vocabulary	
Key word	Definition
Ostinato	A repeating musical pattern
Acapella	Singing without an accompaniment (music)
Rounds	A song which is sung by two groups of people. One group starts singing then the other group begins shortly after. The group finishes first
Harmony	Playing or singing more than one pitched note at the same time
Cue	A signal (in either the music or from a conductor) which helps the performer know when to begin
Duration	The length of time each note is played for - long or short
Pitch	How high or low a sound is
Dynamics	The volume of music- loud or quiet
Timbre	The quality of sound e.g. smooth, scratchy, twinkly
Structure	How the music is organised into different sections
Texture	How many layers of sound the music has- thick or thin
Tempo	The speed of the music - fast or slow