	Continuous provision	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer2
Values		Respect	Wisdom	Curiosity	Generosity	Courage	Passion
R							
Y1	Singing – exploring pitch, pulse and rhythm.	Ourselves – Exploring sounds using voices. Number – Developing a sense of beat. Animals – Developing understanding of pitch. Weather – Exploring sounds using voices and instruments.		Machines – Exploring beat through movement and body percussion. Seasons – Further develop vocabulary and understanding of pitch. Our school – Exploring sounds using IT for recording. Pattern - Develop understanding of metre and steady beat.		Storytime – Identifying contrasts of fast, slow, loud and quiet. Our bodies – Responding with our bodies to steady beat and rhythm. Travel – Developing performance skills. Water – Using voices, movements and instruments to explore pitch.	
Y2	Singing – exploring pitch, pulse and rhythm.	Ourselves – Use voices to describe feelings and mood. Toys – Move and play to a steady beat and sound sequences. Our land – Exploring timbre and texture whilst exploring sounds. Our bodies – Developing a sense of beat.		Animals – Develop understanding and recognition of changing pitch. Number - Exploring steady beat and rhythmic patterns. Storytime – Interpreting a storyboard with sound effects. Seasons – Develop understanding of pitch through movement, songs and listening.		Weather – Create descriptive sounds and word rhythms with raps and songs. Pattern – Use simple notations to create rhythms. Water – Creating a class composition. Travel – Accompanying a song using voices and instruments.	
Y3	Singing – exploring pitch, pulse and rhythm.	Environment - Exploring songs and poems about places. Building – Exploring and creating rhythms. Sounds – Exploring timbre and structure in world music. Poetry – Creating expressive performances.		China – Exploring pentatonic scale and ways of notating pitch. Time – Develop understanding of beat, mitre and rhythm. In the past – Composing 3 note melodies. Communication – Make music inspired by technology and computing.		Human body – Using percussion to improvise and create rhythms. Singing Spanish – enhance language through songs. Ancient worlds – Performing and composing own ostinato. Food and drink – Composing and singing rhythms and rounds.	
Y4	Singing – exploring pitch, pulse and rhythm.	Poetry – Using voices to speak expressively and rhythmically. Environment – Looking a how composers have been inspired.		Building – Exploring musical structure. Around the world – Explore pentatonic melodies and syncopation.		Communication – Using songs and raps in a news programme. Time - Develop understanding of rhythm and syncopation.	

		Sounds – Using voices to make beatbox sounds. Recycling – Make own instruments from junk and use to play music.	Ancient worlds – Arranging and performing music inspired by ancient times. Singing Spanish – Exploring part singing and accompaniments.	In the past – Using notation to build performances from different periods. Food and drink – Performance songs.
Y5	Singing – exploring pitch, pulse and rhythm.	Our community – Compose and perform music inspired by the local community. Solar system – Look at composers such as Holst. Learn a song and compose pieces linked to space.	Life cycles - Explore composers music. Develop singing, composing and performing skills. Keeping healthy - Perform musing musical techniques such as body popping and gospel.	At the movies – Learn techniques for creating soundtracks and film scores. Celebration – Learn a celebration song to develop performance skills.
Y6	Singing – exploring pitch, pulse and rhythm.	World unite – Exploring rhythm and melody in singing. Look at beat, syncopation, pitch and harmony. Journeys – Learn songs and develop performance skills.	Growth – Create a street performance through mime, songs, accompaniment and dance. Roots – Learn traditional Ghanaian songs and percussion rhythms.	Class awards – Learn about fanfare, rap and song through famous music. Moving on – Learn two songs and a musical device for linking them together.