

HORNSEA BURTON AND SKIPSEA FEDERATION MEDIUM TERM PLAN

SUBJECT: KS2 Music & PE

OBJECTIVE	MILESTONE INDICATORS	BASIC ACTIVITIES	ADVANCED ACTIVITIES	DEEP ACTIVITIES	RESOURCES
Recognise instruments	<p>Music Milestone 2 To perform Play notes on an instrument with care so that they are clear. Perform with control & awareness of others. To compose Compose & perform melodic songs. Use sound to create abstract effects. Create repeated patterns with a range of instruments. Create accompaniments for tunes. Use drones as accompaniments. Choose, order, combine & control sounds to create an effect. To transcribe Devise non-standard symbols to indicate when to play & rest. To describe music Use the terms: duration, timbre, pitch, beat, tempo, texture & use of silence to describe music. Evaluate music using musical vocab to identify areas of likes & dislikes. Understand layers of sounds & discuss their effect on mood & feelings.</p>	Match instrument & animal.	Describe the sounds of the instruments.	Explain why the composer has used certain instruments for the animals.	DVD, IW You Tube Vancouver Symphony Orchestra, storyboard wkshts, instruments wkshts, instruments, iPad, score paper
Compose sound to represent an animal	<p>Music Milestone 3 To perform Play from memory with confidence. Play expressively & in tune. To compose Create rhythmic patterns with an awareness of timbre & duration. Combine a variety of musical devices, incl melody, rhythm & chords. Thoughtfully select elements for a piece in order to gain a defined effect. Use drones & melodic ostinato (based on the pentatonic scale). To describe music Choose from a wide range of musical vocab to accurately describe & appraise music including: pitch, dynamics, tempo, timbre, texture, lyrics & melody, sense of occasion, expressive, solo, rounds, harmonies, accompaniments, drones, cyclic patterns, combination of musical elements, cultural context.</p>	Choose & play an instrument to represent an animal.	Consider pitch to represent an animal.	Start considering notes & rhythm to represent an animal.	
Compose structured music	<p>Music Milestone 3 To perform Play from memory with confidence. Play expressively & in tune. To compose Create rhythmic patterns with an awareness of timbre & duration. Combine a variety of musical devices, incl melody, rhythm & chords. Thoughtfully select elements for a piece in order to gain a defined effect. Use drones & melodic ostinato (based on the pentatonic scale). To describe music Choose from a wide range of musical vocab to accurately describe & appraise music including: pitch, dynamics, tempo, timbre, texture, lyrics & melody, sense of occasion, expressive, solo, rounds, harmonies, accompaniments, drones, cyclic patterns, combination of musical elements, cultural context.</p>	Compose / play a drone.	Compose / play repeated patterns.	Compose / play repeated melody.	
Assess & improve composition	<p>Music Milestone 3 To perform Play from memory with confidence. Play expressively & in tune. To compose Create rhythmic patterns with an awareness of timbre & duration. Combine a variety of musical devices, incl melody, rhythm & chords. Thoughtfully select elements for a piece in order to gain a defined effect. Use drones & melodic ostinato (based on the pentatonic scale). To describe music Choose from a wide range of musical vocab to accurately describe & appraise music including: pitch, dynamics, tempo, timbre, texture, lyrics & melody, sense of occasion, expressive, solo, rounds, harmonies, accompaniments, drones, cyclic patterns, combination of musical elements, cultural context.</p>	Assess what works well & what does not.	Consider changes / improvements.	Explain changes / improvements.	

Teacher: Miss Evans

Class: 2

Term: Spring 1 2019

<p>Focus on body strength, control, suppleness & grace</p>	<p><u>PE</u> <u>Milestone 2</u> <u>Dance</u> Plan, perform & repeat sequences. Move in a clear, fluent & expressive manner. Refine movements into sequences. Create dances & movements that convey a definite idea. Change speed & levels within a performance. Develop physical strength & suppleness by practising moves & stretching.</p> <p><u>Milestone 3</u> <u>Dance</u> Compose creative & imaginative dance sequences. Perform expressively & hold a precise & strong body posture. Perform & create complex sequences. Express an idea in original & imaginative ways. Plan to perform with high energy, slow grace or other themes & maintain this throughout a piece. Perform complex moves that combine strength & stamina gained through gymnastics activities (eg. cartwheels or handstands).</p>	<p>Move with control.</p>	<p>Move with awareness of body.</p>	<p>Move with grace in whole body.</p>	<p>Music - Hungry like the Wolf & copies of lyrics, iPad</p>
<p>Create a sequence</p>	<p>Develop physical strength & suppleness by practising moves & stretching.</p>	<p>Create movements to fit with music.</p>	<p>Create sequences with awareness of others in the group.</p>	<p>Create a sequence with fluency.</p>	
<p>Create a dance segment</p>	<p>Express an idea in original & imaginative ways. Plan to perform with high energy, slow grace or other themes & maintain this throughout a piece. Perform complex moves that combine strength & stamina gained through gymnastics activities (eg. cartwheels or handstands).</p>	<p>Dance within a group.</p>	<p>Convey ideas within the dance.</p>	<p>Create more complex activities.</p>	
<p>Perform as a group</p>		<p>Follow choreography.</p>	<p>Perform fluently.</p>	<p>Perform with expression.</p>	

<p>Move with control</p>	<p><u>PE</u> <u>Milestone 2</u> Dance Plan, perform & repeat sequences. Move in a clear, fluent & expressive manner. Refine movements into sequences. Create dances & movements that convey a definite idea. Change speed & levels within a performance. Develop physical strength & suppleness by practising moves & stretching. <u>Milestone 3</u> Dance Compose creative & imaginative dance sequences. Perform expressively & hold a precise & strong body posture. Perform & create complex sequences. Express an idea in original & imaginative ways. Plan to perform with high energy, slow grace or other themes & maintain this throughout a piece. Perform complex moves that combine strength & stamina gained through gymnastics activities (eg. cartwheels or handstands).</p>	<p>Warm up spatial awareness moving around the hall. Controlled walks across the hall. Moving like: Young person Old person Cat Duck Wolf Bird</p>	<p>Control leg movements during different walks.</p>	<p>Show awareness of body posture during different walks.</p>	<p>Use control of movement to create an impression of different animals.</p>
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