

Music





Curriculum Map

Music- Our Why?

Music at Discovery exposes our pupils to a range of range of music styles and builds towards their knowledge of voice, instruments, improvising, composing as well as developing confidence and performing. Music is extremely important to our pupils as it give them an opportunity to express themselves as well as supporting with recall, expanding communication and imagination and building connections.

The curriculum enriches the development of pupil's communication and progression with the subject feeding into to the communication progression document. Please note: The Curriculum Map begins with L1 at the bottom of this document

Big Ideas promoted in our Music Curriculum

Areas of coverage



Μ	_	Music
		Music

C- Communication

Substantive Concepts of our Music Curriculum

Performance		Perform, listen to, review and evaluate music across a range of historical periods, genres, styles and traditions, including the works of the great composers and musicians. Learn to sing and to use their voices, to create and compose music on their own and with others, have the opportunity to learn a musical instrument, use technology appropriately and have the opportunity to progress to the next level of musical excellence
Improvise and Compose		Understand and explore how music is created, produced and communicated, including through the interrelated dimensions: pitch, duration, dynamics, tempo, timbre, texture, structure and appropriate musical notations
Musical Theory		use staff and other relevant notations appropriately and accurately in a range of musical styles, genres. identify and use the inter-related dimensions of music (pitch, duration, dynamics, tempo, timbre, texture, structure) and appropriate musical notations. Understand and explore how music is created, produced and communicated
Listening Skills	(S))	listen with increasing discrimination to a wide range of music from composers and musicians develop a deepening understanding of the music that they perform and to which they listen, and it's history 2

