

YEAR 3 MUSIC CURRICULUM FRAMEWORK

Overview of Key Stage 2 Curriculum:

Pupils should be taught to sing and play musically with increasing confidence and control. They should develop an understanding of musical composition, organising and manipulating ideas within musical structures and reproducing sounds from aural memory.

AUTUMN TERM 1	AUTUMN TERM 2	SPRING TERM 3
Tremors	Scrumdidlyumptious	Mighty Metals
<p>Mu 2 Improve and compose music for a range of purposes using the interrelated dimensions of music.</p> <p>Children listen to recordings of volcanic noise. They work in groups to develop an atmospheric volcano soundscape from rumbles to explosion, exploring ways of combining layers of sound for dramatic effect.</p>	<p>Mu 1 Play and perform in solo and ensemble contexts, using their voices and playing musical instruments with increasing accuracy, fluency, control and expression.</p> <p>M 1, 2; Mu 2</p> <p>Children explore sounds that can be made by shaking, tapping, blowing and beating different foods and food packaging. They make 'pepper shakers', participating with others in a vegetable orchestra, creating different rhythms and keeping a pulse.</p> <p>Children all perform acting or storytelling roles and join in with accompanying songs in the school nativity. Many children sing solo or in small groups, all of which are performed and learnt by heart.</p> <p>Mu 5 Appreciate and understand a wide range of high-quality live and recorded music drawn from different traditions and from great composers and musicians</p> <p>Children make a visit to a pantomime put on by a local theatre.</p>	<p>Mu 1 Play and perform in solo and ensemble contexts, using their voices and playing musical instruments with increasing accuracy, fluency, control and expression.</p> <p>Mu 3, 5</p> <p>Children listen to all the different sounds which can be produced using metal objects. They source old pots, pans, dustbins and other metal objects to create their own 'steel' band.</p>

SPRING TERM 4	SUMMER TERM 5	SUMMER TERM 6
Gods and Mortals	Predator	Flow