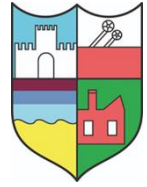


# Music

## Curriculum End Points

### Year Two

#### Topic: Call and Response Song (Theme: Animals)



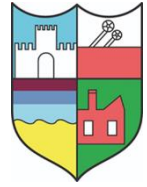
- Use dynamics when creating sound.
- Clap the animal sound patterns mostly accurately.
- Demonstrate both a call and response.
- Copy a sound pattern using an instrument.
- Perform a composition.

# Music

## Curriculum End Points

### Year Two

#### Topic: Call and Response Song (Theme: Animals)



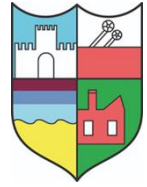
- Call and response
- Dynamics
- Sound Pattern

# Music

## Curriculum End Points

### Year Two

#### Topic: Instruments (Theme: Storytelling)



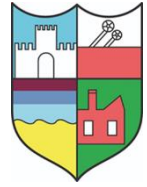
- Identify sections of the music where the tempo changes.
- Accurately describe dynamic changes as soft or loud.
- Give specific examples of how the music corresponds to actions in the story.
- Justify tempo and dynamic choices made to represent a character, event or feeling.
- Suggest appropriate musical dynamics and tempo changes for different scenes of the story.
- Perform confidently using appropriate instrumental sounds.

# Music

## Curriculum End Points

### Year Two

#### Topic: Instruments (Theme: Storytelling)



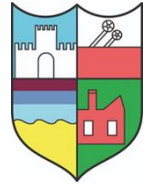
- Dynamics
- Encore
- Instrumental sound
- Sound effect
- Tempo

# Music

## Curriculum End Points

### Year Two

#### Topic: Structure (Theme: Myths and Legends)



- Recognise, play and write rhythms with one beats and paired half beats.
- Show a rest beat using a silent movement.
- Add rhythms to a structure to create a beginning, middle and end.
- Work well as part of a group, listening to others and respecting their ideas.
- Maintain a steady beat.
- Use a thinking voice to play rhythms on an instrument.

# Music

## Curriculum End Points

### Year Two

#### Topic: Structure (Theme: Myths and Legends)



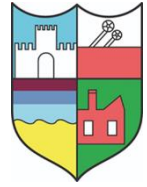
- One-Beat Notes
- Composition
- Paired half-beat notes
- Legend
- Myth
- Notation
- Pulse
- Rest
- Rhythm
- Structure
- Tempo
- Thinking Voice

# Music

## Curriculum End Points

### Year Two

#### Topic: Pitch (Theme: Musical Me)



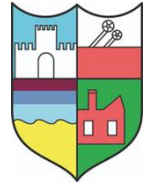
- Sing high and low notes including the notes in between.
- Play a pattern of high and low notes on an instrument.
- Read notation from left to right.
- Draw high and low sounds using dots at the top and bottom of a page, respectively.
- Recognise when notes stay the same.
- Recognise missing notes on a stave.

# Music

## Curriculum End Points

### Year Two

#### Topic: Pitch (Theme: Musical Me)



- Dot
- High
- Low
- Musical Sentence
- Notation
- Phrase
- Pitch
- Pitch pattern
- Stave